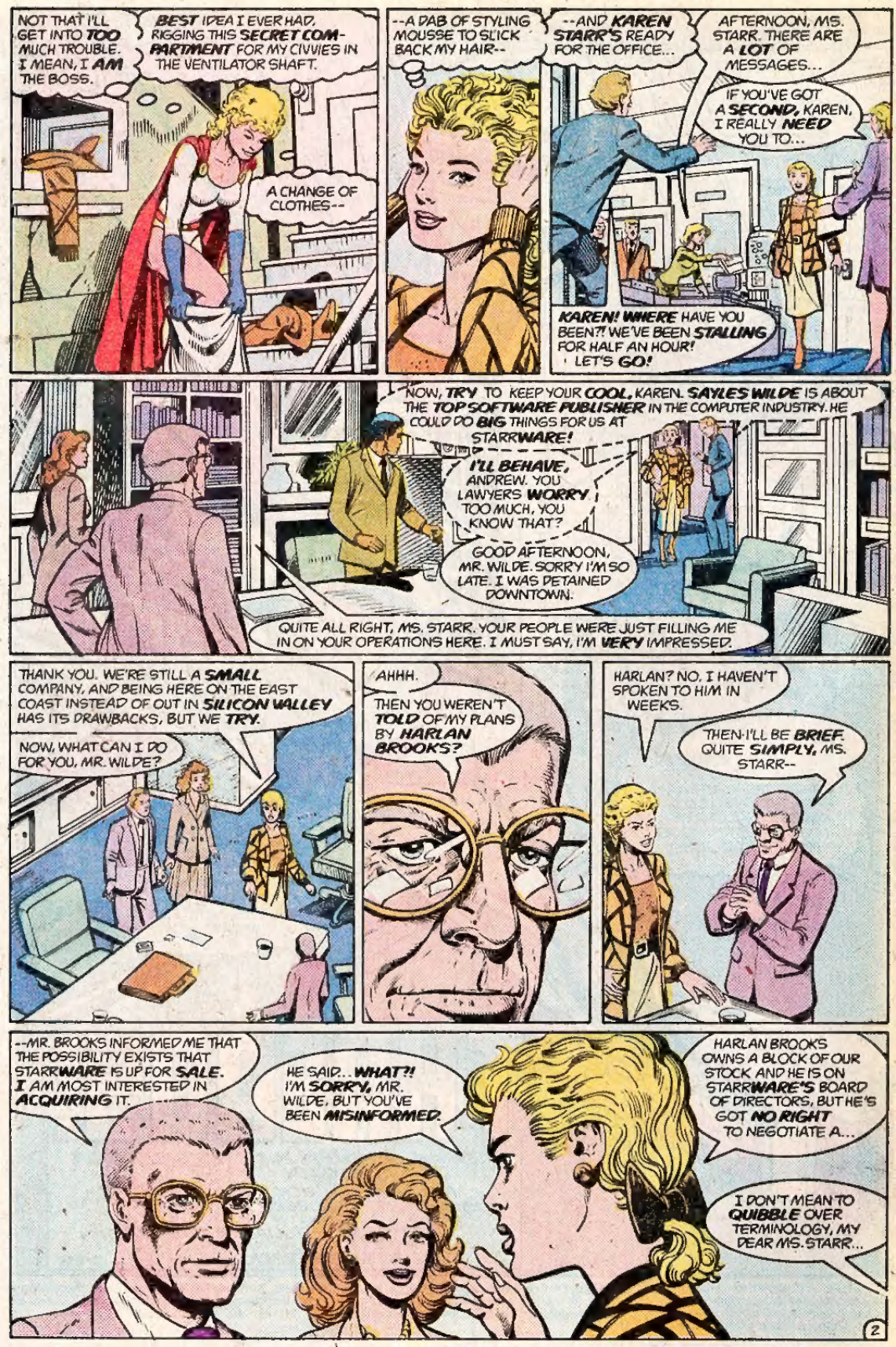
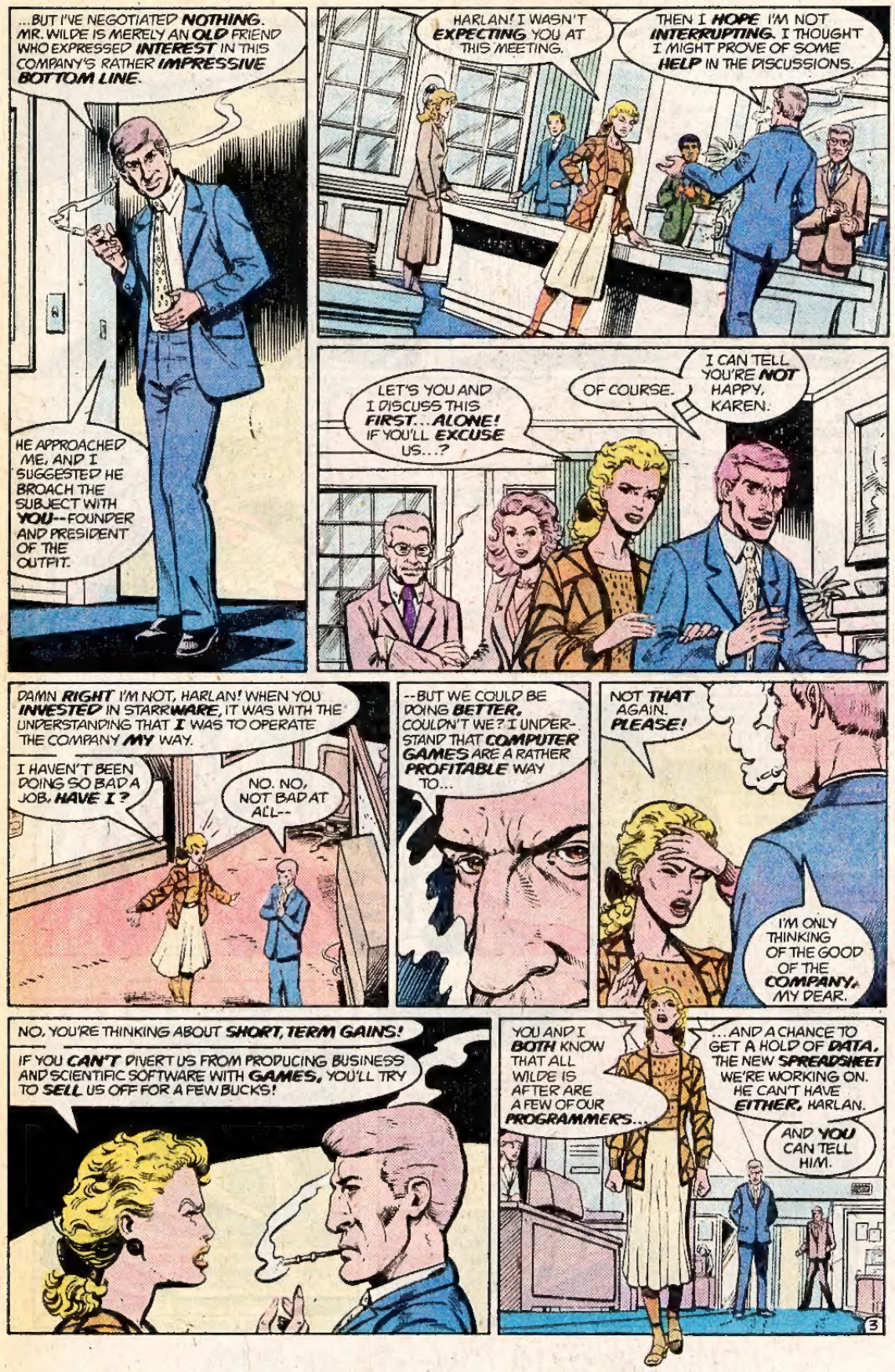
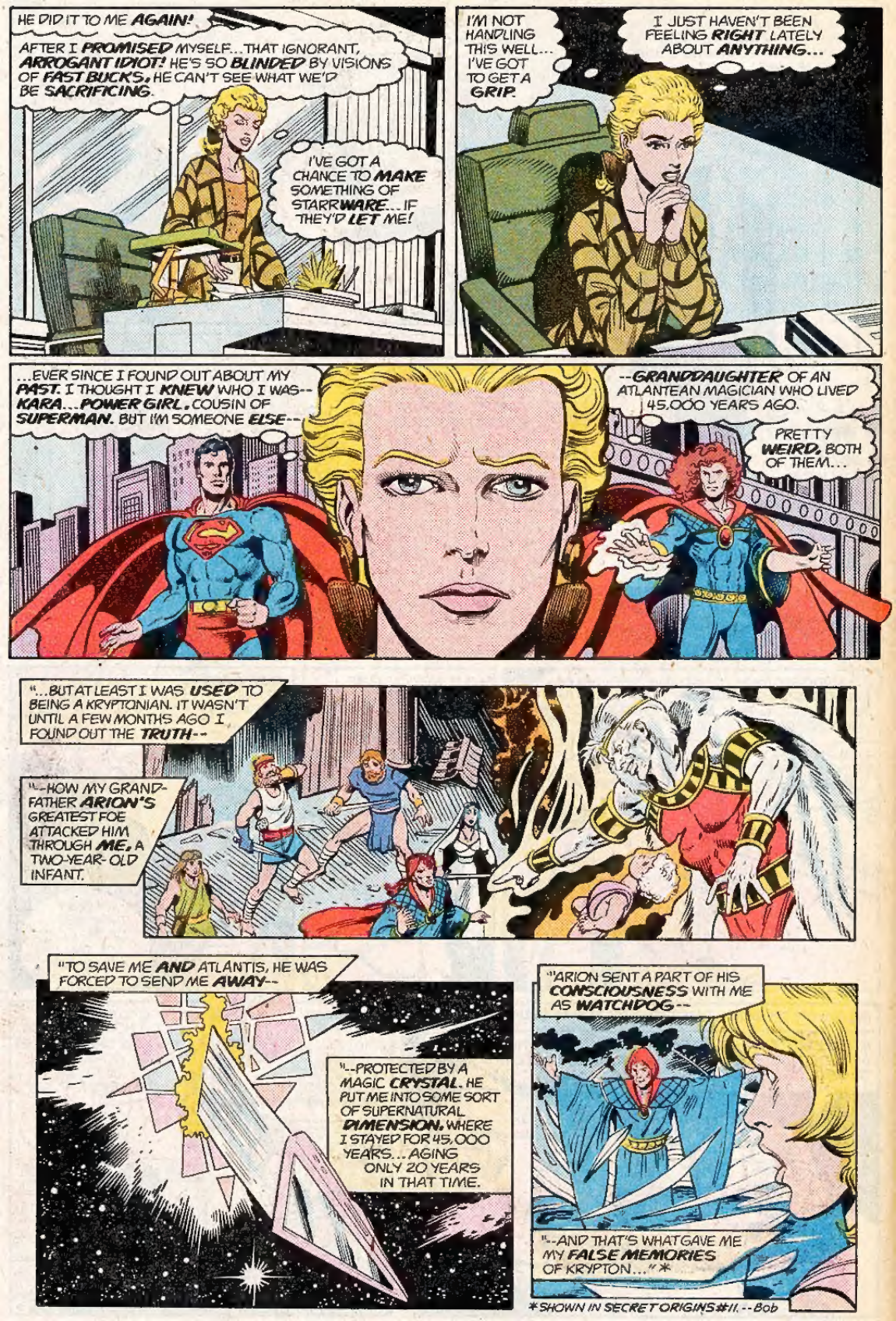
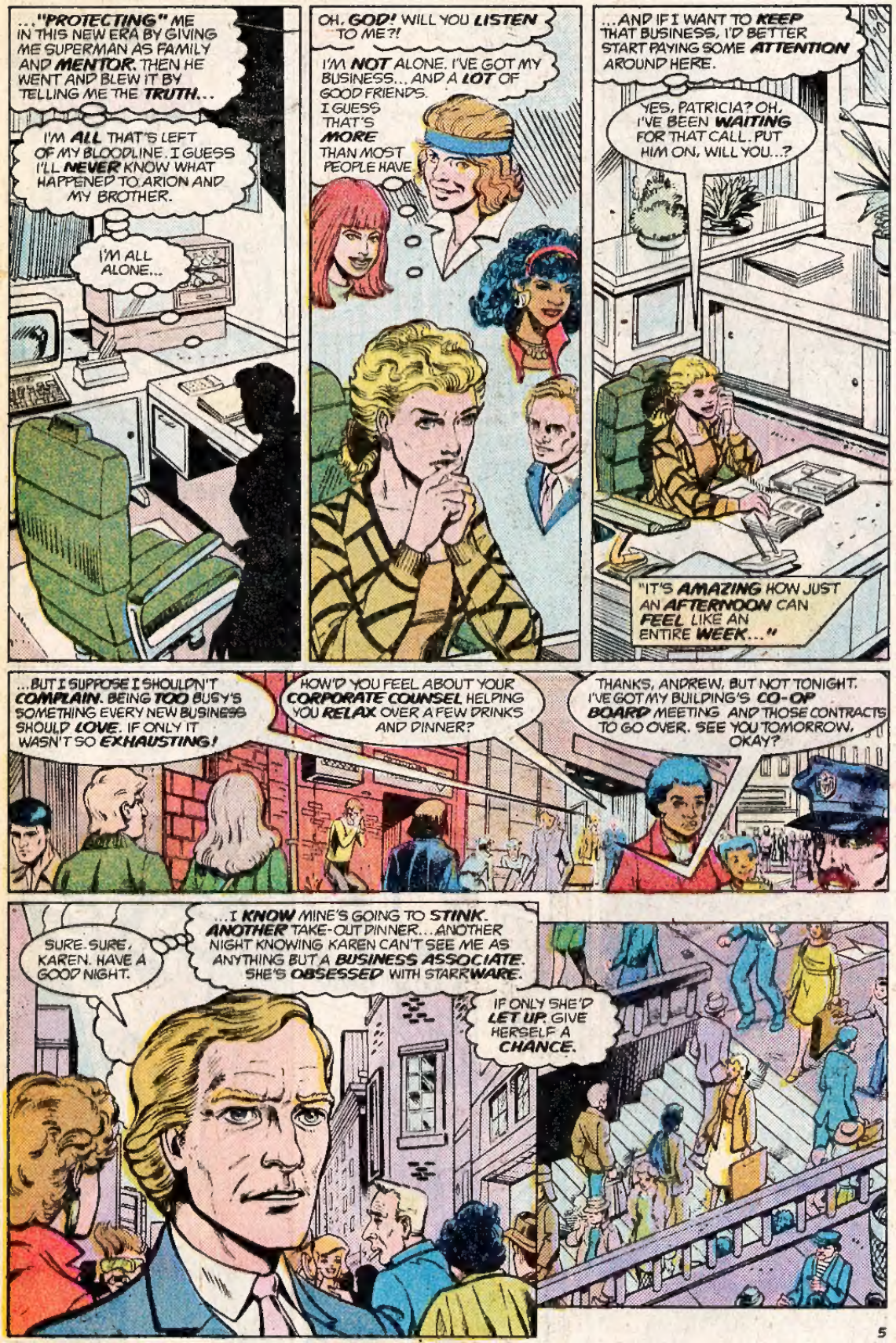
KUPPERBERG·HOBERG·STARR
POWER GIRL™
FOUR ISSUE MINI-SERIES
1
$1.00
CAN. $1.35
U.K. 50p
JUNE 88
APPROVED BY THE COMICS CODE AUTHORITY
GAMMILL & GIORDANO

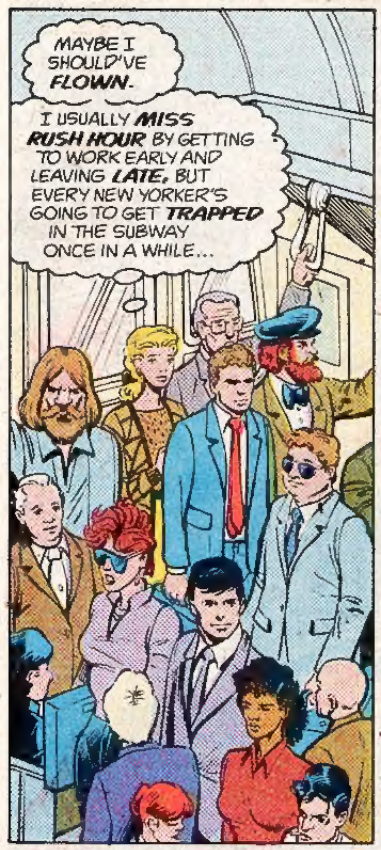
POWER GIRL 1 Published monthly and Copyright © 1988 by DC Comics Inc., 666 Fifth Avenue, New York, N.Y. 10103. All Rights Reserved. The stories, characters and incidents mentioned in this magazine are entirely fictional. All characters featured in this issue and the distinctive likenesses thereof are trademarks of DC Comics Inc. Advertising Representative: Print Advertising Representatives Inc., 355 Lexington Avenue, New York, NY 10017 (212) 391-1400. Printed in U.S.A. DC Comics Inc. A Warner Communications Company

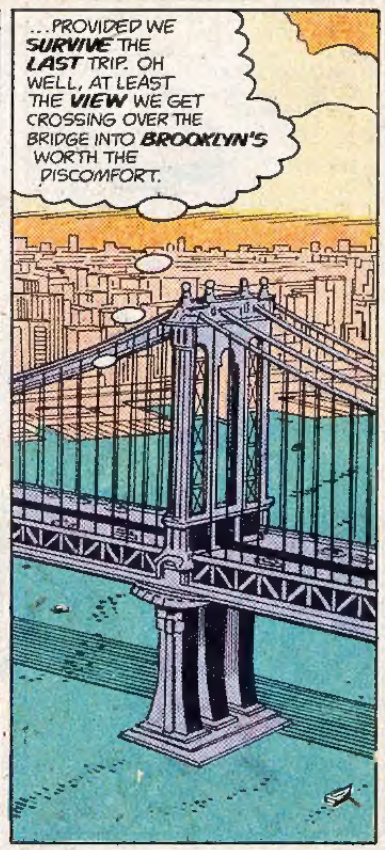

NOT THAT I'LL GET INTO TOO MUCH TROUBLE. I MEAN, I AM THE BOSS.
BEST IDEA I EVER HAD. RIGGING THIS SECRET COMPARTMENT FOR MY CIVVIES IN THE VENTILATOR SHAFT.
A CHANGE OF CLOTHES--
--A DAB OF STYLING MOUSSE TO SLICK BACK MY HAIR--
--AND KAREN STARR'S READY FOR THE OFFICE...
AFTERNOON, MS. STARR. THERE ARE A LOT OF MESSAGES...
IF YOU'VE GOT A SECOND, KAREN, I REALLY NEED YOU TO...
KAREN! WHERE HAVE YOU BEEN?! WE'VE BEEN STALLING FOR HALF AN HOUR! LET'S GO!
NOW, TRY TO KEEP YOUR COOL, KAREN. SAYLES WILDE IS ABOUT THE TOP SOFTWARE PUBLISHER IN THE COMPUTER INDUSTRY. HE COULD DO BIG THINGS FOR US AT STARRWARE!
I'LL BEHAVE, ANDREW. YOU LAWYERS WORRY TOO MUCH, YOU KNOW THAT?
GOOD AFTERNOON, MR. WILDE. SORRY I'M SO LATE. I WAS DETAINED DOWNTOWN.
QUITE ALL RIGHT, MS. STARR. YOUR PEOPLE WERE JUST FILLING ME IN ON YOUR OPERATIONS HERE. I MUST SAY, I'M VERY IMPRESSED.
THANK YOU. WE'RE STILL A SMALL COMPANY, AND BEING HERE ON THE EAST COAST INSTEAD OF OUT IN SILICON VALLEY HAS ITS DRAWBACKS, BUT WE TRY.
NOW, WHAT CAN I DO FOR YOU, MR. WILDE?
AHHH.
THEN YOU WEREN'T TOLD OF MY PLANS BY HARLAN BROOKS?
HARLAN? NO, I HAVEN'T SPOKEN TO HIM IN WEEKS.
THEN I'LL BE BRIEF. QUITE SIMPLY, MS. STARR--
--MR. BROOKS INFORMED ME THAT THE POSSIBILITY EXISTS THAT STARRWARE IS UP FOR SALE. I AM MOST INTERESTED IN ACQUIRING IT.
HE SAID... WHAT?! I'M SORRY, MR. WILDE, BUT YOU'VE BEEN MISINFORMED.
HARLAN BROOKS OWNS A BLOCK OF OUR STOCK AND HE IS ON STARRWARE'S BOARD OF DIRECTORS, BUT HE'S GOT NO RIGHT TO NEGOTIATE A...
I DON'T MEAN TO QUIBBLE OVER TERMINOLOGY, MY DEAR MS. STARR...
2


...BUT I'VE NEGOTIATED NOTHING. MR. WILDE IS MERELY AN OLD FRIEND WHO EXPRESSED INTEREST IN THIS COMPANY'S RATHER IMPRESSIVE BOTTOM LINE.
HE APPROACHED ME, AND I SUGGESTED HE BROACH THE SUBJECT WITH YOU--FOUNDER AND PRESIDENT OF THE OUTFIT.
HARLAN! I WASN'T EXPECTING YOU AT THIS MEETING.
THEN I HOPE I'M NOT INTERRUPTING. I THOUGHT I MIGHT PROVE OF SOME HELP IN THE DISCUSSIONS.
LET'S YOU AND I DISCUSS THIS FIRST...ALONE! IF YOU'LL EXCUSE US...?
OF COURSE.
I CAN TELL YOU'RE NOT HAPPY, KAREN.
DAMN RIGHT I'M NOT, HARLAN! WHEN YOU INVESTED IN STARRWARE, IT WAS WITH THE UNDERSTANDING THAT I WAS TO OPERATE THE COMPANY MY WAY.
I HAVEN'T BEEN DOING SO BAD A JOB, HAVE I?
NO. NO, NOT BAD AT ALL--
--BUT WE COULD BE DOING BETTER, COULDN'T WE? I UNDERSTAND THAT COMPUTER GAMES ARE A RATHER PROFITABLE WAY TO...
NOT THAT AGAIN. PLEASE!
I'M ONLY THINKING OF THE GOOD OF THE COMPANY, MY DEAR.
NO. YOU'RE THINKING ABOUT SHORT, TERM GAINS!
IF YOU CAN'T DIVERT US FROM PRODUCING BUSINESS AND SCIENTIFIC SOFTWARE WITH GAMES, YOU'LL TRY TO SELL US OFF FOR A FEW BUCKS!
YOU AND I BOTH KNOW THAT ALL WILDE IS AFTER ARE A FEW OF OUR PROGRAMMERS...
...AND A CHANCE TO GET A HOLD OF DATA, THE NEW SPREADSHEET WE'RE WORKING ON. HE CAN'T HAVE EITHER, HARLAN.
AND YOU CAN TELL HIM.
3

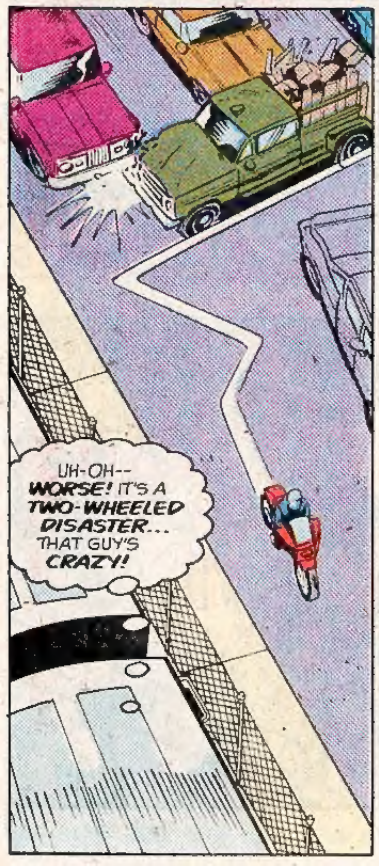

HE DID IT TO ME AGAIN!
AFTER I PROMISED MYSELF...THAT IGNORANT, ARROGANT IDIOT! HE'S SO BLINDED BY VISIONS OF FAST BUCKS, HE CAN'T SEE WHAT WE'D BE SACRIFICING.
I'VE GOT A CHANCE TO MAKE SOMETHING OF STARRWARE...IF THEY'D LET ME!
I'M NOT HANDLING THIS WELL... I'VE GOT TO GET A GRIP.
I JUST HAVEN'T BEEN FEELING RIGHT LATELY ABOUT ANYTHING...
...EVER SINCE I FOUND OUT ABOUT MY PAST. I THOUGHT I KNEW WHO I WAS-- KARA...POWER GIRL, COUSIN OF SUPERMAN. BUT I'M SOMEONE ELSE--
--GRANDDAUGHTER OF AN ATLANTEAN MAGICIAN WHO LIVED 45,000 YEARS AGO.
PRETTY WEIRD, BOTH OF THEM...
"...BUT AT LEAST I WAS USED TO BEING A KRYPTONIAN. IT WASN'T UNTIL A FEW MONTHS AGO I FOUND OUT THE TRUTH--
"--HOW MY GRANDFATHER ARION'S GREATEST FOE ATTACKED HIM THROUGH ME, A TWO-YEAR-OLD INFANT.
"TO SAVE ME AND ATLANTIS, HE WAS FORCED TO SEND ME AWAY--
"--PROTECTED BY A MAGIC CRYSTAL. HE PUT ME INTO SOME SORT OF SUPERNATURAL DIMENSION, WHERE I STAYED FOR 45,000 YEARS... AGING ONLY 20 YEARS IN THAT TIME.
"ARION SENT A PART OF HIS CONSCIOUSNESS WITH ME AS WATCHDOG--
"--AND THAT'S WHAT GAVE ME MY FALSE MEMORIES OF KRYPTON..." *
*SHOWN IN SECRET ORIGINS #11. --Bob


...**"PROTECTING"** ME IN THIS NEW ERA BY GIVING ME SUPERMAN AS FAMILY AND **MENTOR**. THEN HE WENT AND BLEW IT BY TELLING ME THE **TRUTH**...
I'M **ALL** THAT'S LEFT OF MY BLOODLINE. I GUESS I'LL **NEVER** KNOW WHAT HAPPENED TO ARION AND MY BROTHER.
I'M ALL ALONE...
OH, **GOD!** WILL YOU **LISTEN** TO ME?!
I'M **NOT** ALONE. I'VE GOT MY BUSINESS... AND A **LOT** OF GOOD FRIENDS. I GUESS THAT'S **MORE** THAN MOST PEOPLE HAVE
...AND IF I WANT TO **KEEP** THAT BUSINESS, I'D BETTER START PAYING SOME **ATTENTION** AROUND HERE.
YES, PATRICIA? OH, I'VE BEEN **WAITING** FOR THAT CALL. PUT HIM ON, WILL YOU...?
"IT'S **AMAZING** HOW JUST AN **AFTERNOON** CAN **FEEL** LIKE AN ENTIRE **WEEK**..."
...BUT I SUPPOSE I SHOULDN'T **COMPLAIN**. BEING **TOO** BUSY'S SOMETHING EVERY NEW BUSINESS SHOULD **LOVE**. IF ONLY IT WASN'T SO **EXHAUSTING!**
HOW'D YOU FEEL ABOUT YOUR **CORPORATE COUNSEL** HELPING YOU **RELAX** OVER A FEW DRINKS AND DINNER?
THANKS, ANDREW, BUT NOT TONIGHT. I'VE GOT MY BUILDING'S **CO-OP BOARD** MEETING AND THOSE CONTRACTS TO GO OVER. SEE YOU TOMORROW, OKAY?
SURE. SURE, KAREN. HAVE A GOOD NIGHT.
...I **KNOW** MINE'S GOING TO **STINK**. **ANOTHER** TAKE-OUT DINNER... ANOTHER NIGHT KNOWING KAREN CAN'T SEE ME AS ANYTHING BUT A **BUSINESS ASSOCIATE**. SHE'S **OBSESSED** WITH STARR**WARE**.
IF ONLY SHE'D **LET UP**. GIVE HERSELF A **CHANCE**.

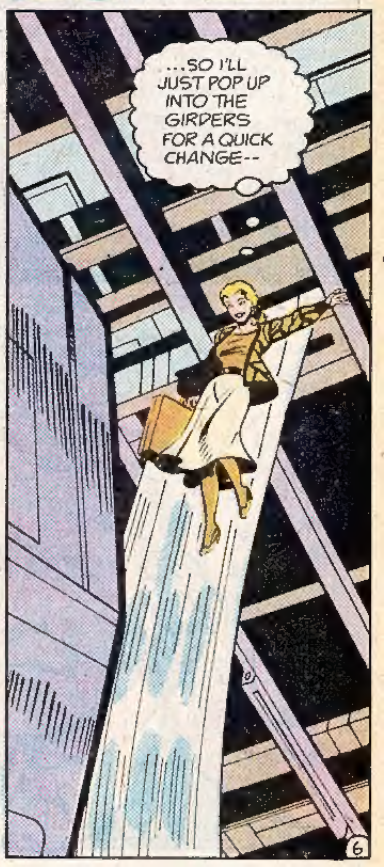

MAYBE I SHOULD'VE FLOWN.
I USUALLY MISS RUSH HOUR BY GETTING TO WORK EARLY AND LEAVING LATE, BUT EVERY NEW YORKER'S GOING TO GET TRAPPED IN THE SUBWAY ONCE IN A WHILE...


...PROVIDED WE SURVIVE THE LAST TRIP. OH WELL, AT LEAST THE VIEW WE GET CROSSING OVER THE BRIDGE INTO BROOKLYN'S WORTH THE DISCOMFORT.

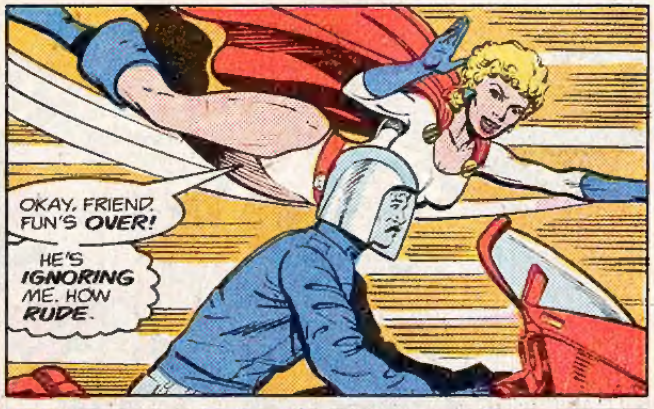
SKREEECH
KRASH!
HUH? SOUNDS LIKE AN ACCIDENT...!

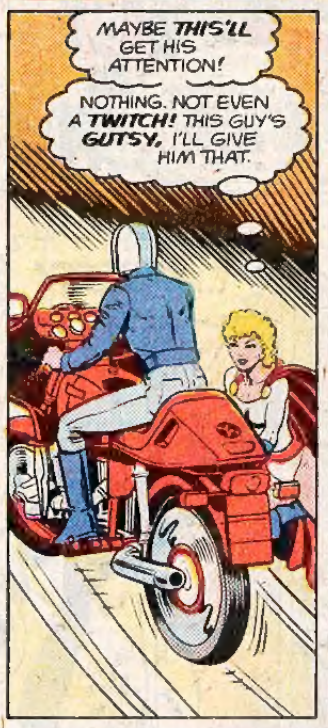

UH-OH-- WORSE! IT'S A TWO-WHEELED DISASTER... THAT GUY'S CRAZY!

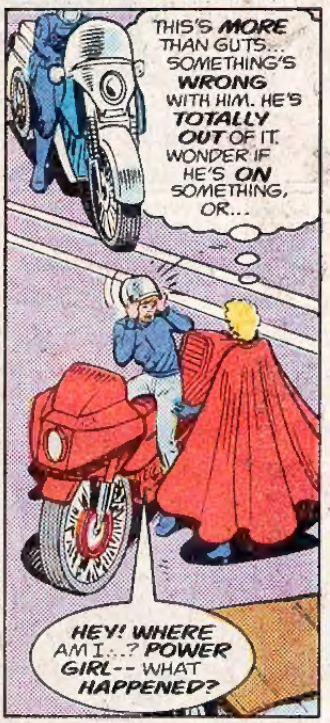
...THE POLICE WILL NEVER CATCH HIM IN THAT TRAFFIC. SHOULDN'T BE A PROBLEM FOR ME, THOUGH--ONCE I DUCK OUT OF SIGHT.
EVERYBODY'S WATCHING THE SPEED-FREAK...


...SO I'LL JUST POP UP INTO THE GIRDERS FOR A QUICK CHANGE--

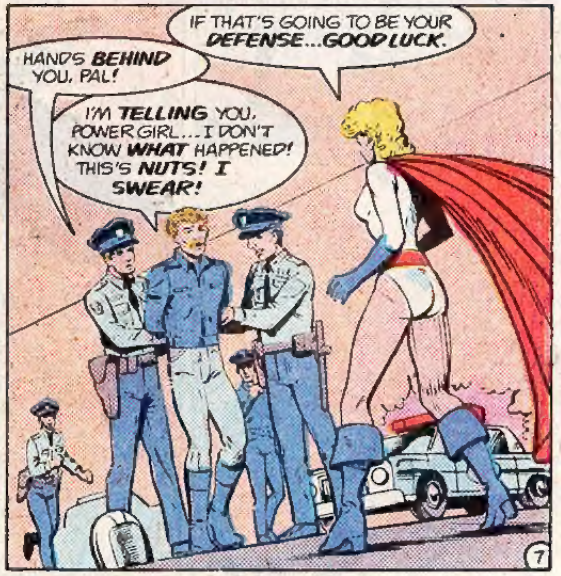
KRUNCH!
--BECAUSE THIS IS A JOB FOR... POWER GIRL!
JEEZ! THAT SOUNDS SO PRETENTIOUS!
SCREECH

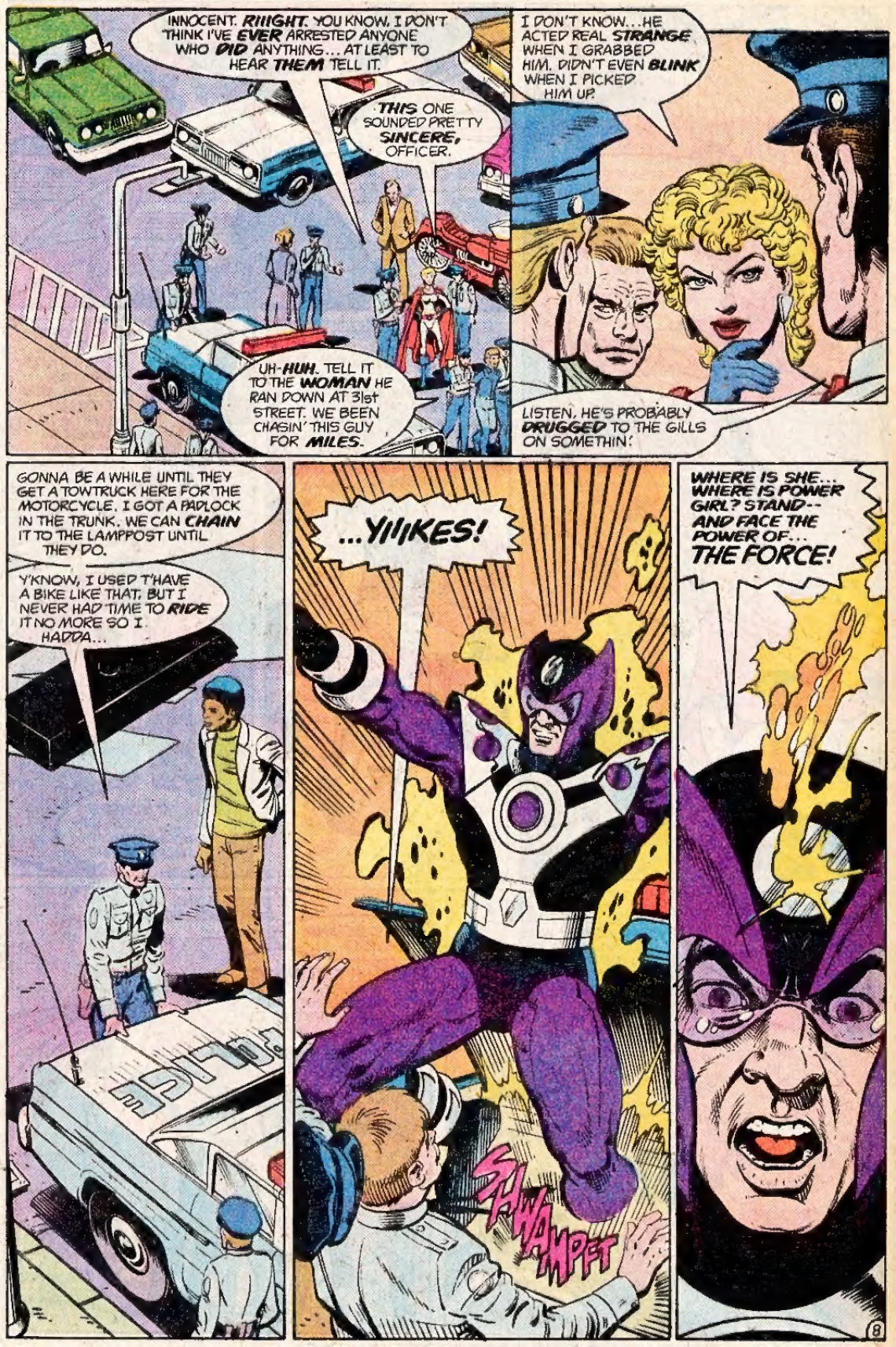

OKAY, FRIEND. FUN'S OVER!
HE'S IGNORING ME. HOW RUDE.

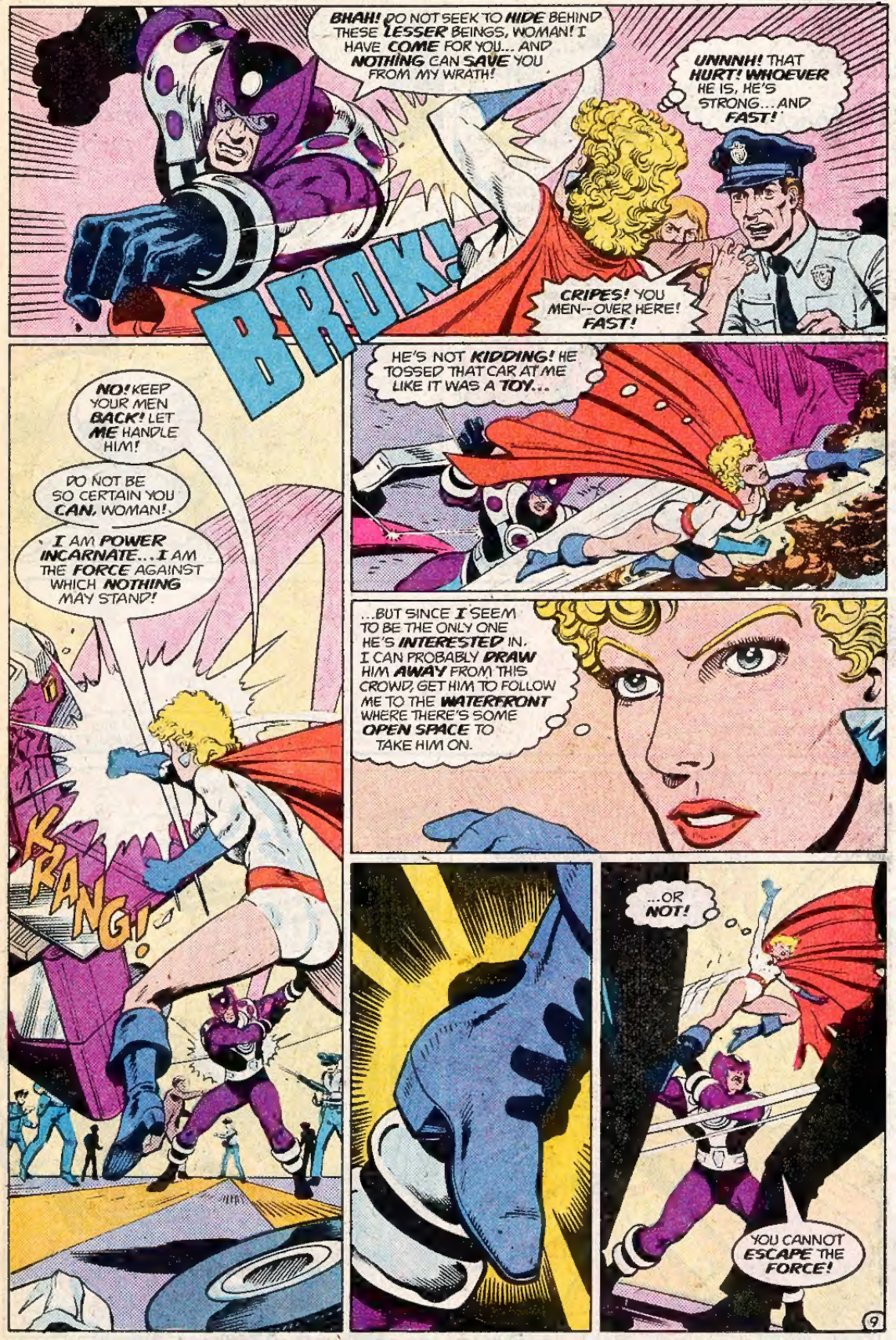

MAYBE THIS'LL GET HIS ATTENTION!
NOTHING. NOT EVEN A TWITCH! THIS GUY'S GUTSY, I'LL GIVE HIM THAT.

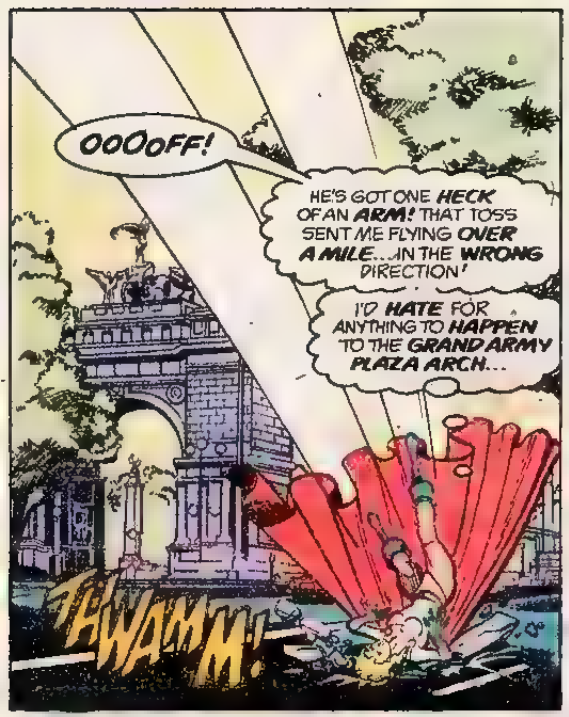

THIS'S MORE THAN GUTS... SOMETHING'S WRONG WITH HIM. HE'S TOTALLY OUT OF IT. WONDER IF HE'S ON SOMETHING, OR...
HEY! WHERE AM I...? POWER GIRL-- WHAT HAPPENED?

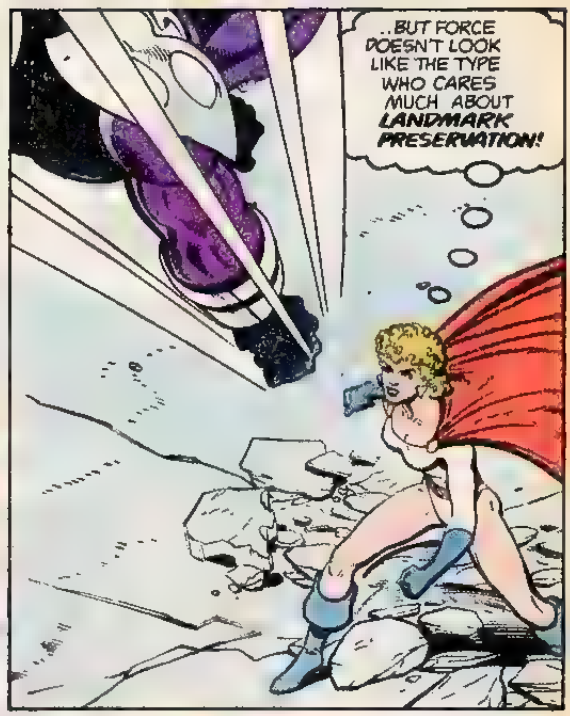
NOTHING. JUST A LITTLE RECKLESS DRIVING AND ABOUT TEN FENDER-BENDERS. ARE YOU OUT OF YOUR MIND?
ME? HEY, NOW WAIT A MINUTE... LAST THING I REMEMBER WAS HEADING DOWN 7th AVENUE IN MID-TOWN! HOW... HOW'D I GET TO... BROOKLYN?

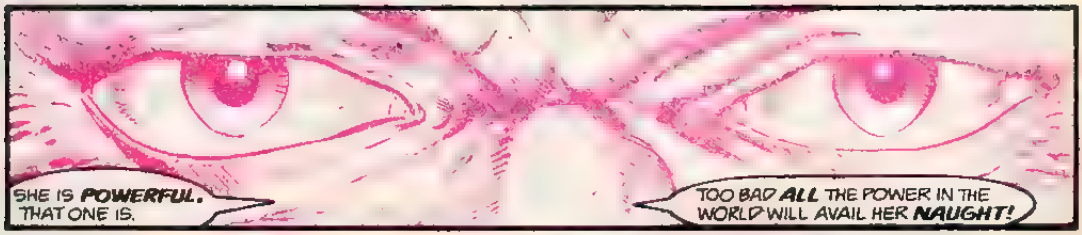

IF THAT'S GOING TO BE YOUR DEFENSE...GOOD LUCK.
HANDS BEHIND YOU, PAL!
I'M TELLING YOU, POWER GIRL... I DON'T KNOW WHAT HAPPENED! THIS'S NUTS! I SWEAR!

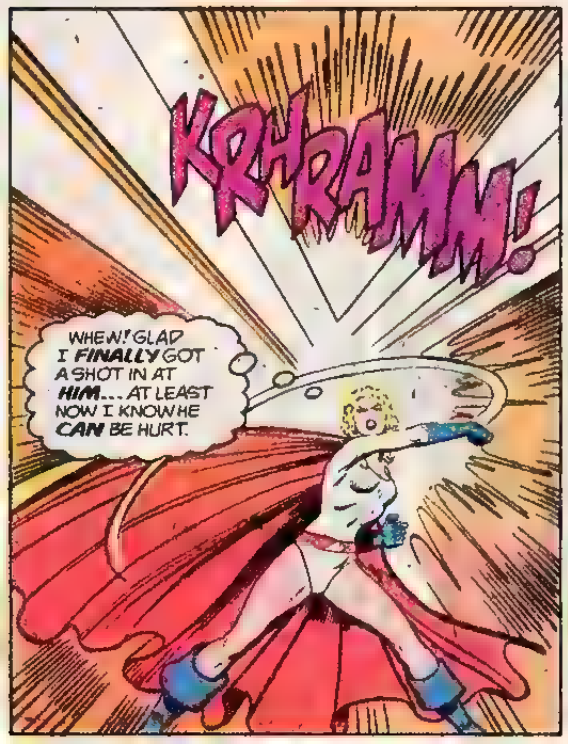

INNOCENT. RIIIGHT. YOU KNOW, I DON'T THINK I'VE EVER ARRESTED ANYONE WHO DID ANYTHING... AT LEAST TO HEAR THEM TELL IT.
THIS ONE SOUNDED PRETTY SINCERE, OFFICER.
UH-HUH. TELL IT TO THE WOMAN HE RAN DOWN AT 31st STREET. WE BEEN CHASIN' THIS GUY FOR MILES.
I DON'T KNOW...HE ACTED REAL STRANGE WHEN I GRABBED HIM. DIDN'T EVEN BLINK WHEN I PICKED HIM UP.
LISTEN, HE'S PROBABLY DRUGGED TO THE GILLS ON SOMETHIN'.
GONNA BE A WHILE UNTIL THEY GET A TOWTRUCK HERE FOR THE MOTORCYCLE. I GOT A PADLOCK IN THE TRUNK. WE CAN CHAIN IT TO THE LAMPPOST UNTIL THEY DO.
Y'KNOW, I USED T'HAVE A BIKE LIKE THAT, BUT I NEVER HAD TIME TO RIDE IT NO MORE SO I HADDA...
POLICE
...YIIIKES!
SHWAMPET
WHERE IS SHE... WHERE IS POWER GIRL? STAND-- AND FACE THE POWER OF... THE FORCE!


BHAH! DO NOT SEEK TO HIDE BEHIND THESE LESSER BEINGS, WOMAN! I HAVE COME FOR YOU... AND NOTHING CAN SAVE YOU FROM MY WRATH!
UNNNH! THAT HURT! WHOEVER HE IS, HE'S STRONG... AND FAST!
BROK!
CRIPES! YOU MEN--OVER HERE! FAST!
NO! KEEP YOUR MEN BACK! LET ME HANDLE HIM!
DO NOT BE SO CERTAIN YOU CAN, WOMAN!
I AM POWER INCARNATE... I AM THE FORCE AGAINST WHICH NOTHING MAY STAND!
KRANG!
HE'S NOT KIDDING! HE TOSSED THAT CAR AT ME LIKE IT WAS A TOY...
...BUT SINCE I SEEM TO BE THE ONLY ONE HE'S INTERESTED IN, I CAN PROBABLY DRAW HIM AWAY FROM THIS CROWD, GET HIM TO FOLLOW ME TO THE WATERFRONT WHERE THERE'S SOME OPEN SPACE TO TAKE HIM ON.
...OR NOT!
YOU CANNOT ESCAPE THE FORCE!

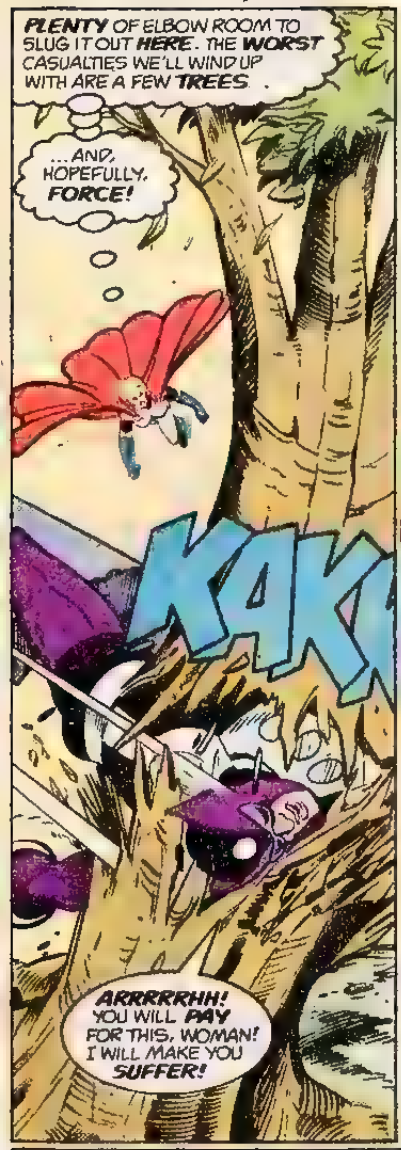

OOOOFF!
HE'S GOT ONE HECK OF AN ARM! THAT TOSS SENT ME FLYING OVER A MILE...IN THE WRONG DIRECTION!
I'D HATE FOR ANYTHING TO HAPPEN TO THE GRAND ARMY PLAZA ARCH...
THWAMM!

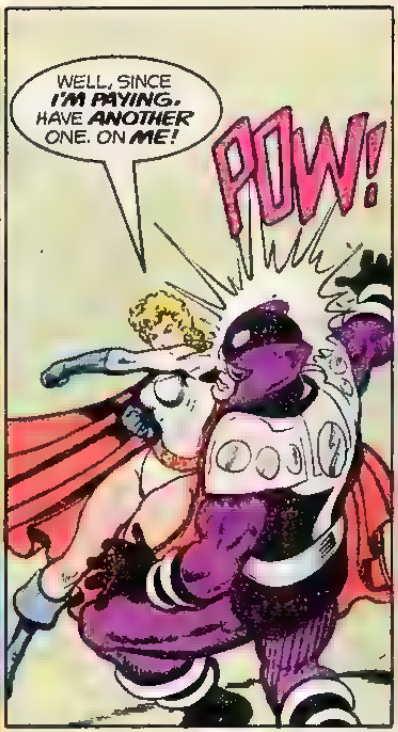

...BUT FORCE DOESN'T LOOK LIKE THE TYPE WHO CARES MUCH ABOUT LANDMARK PRESERVATION!


SHE IS POWERFUL. THAT ONE IS.
TOO BAD ALL THE POWER IN THE WORLD WILL AVAIL HER NAUGHT!

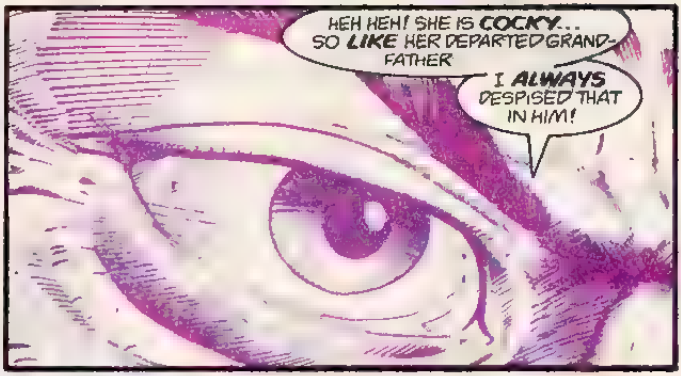

KRHRAMM!
WHEW! GLAD I FINALLY GOT A SHOT IN AT HIM... AT LEAST NOW I KNOW HE CAN BE HURT.

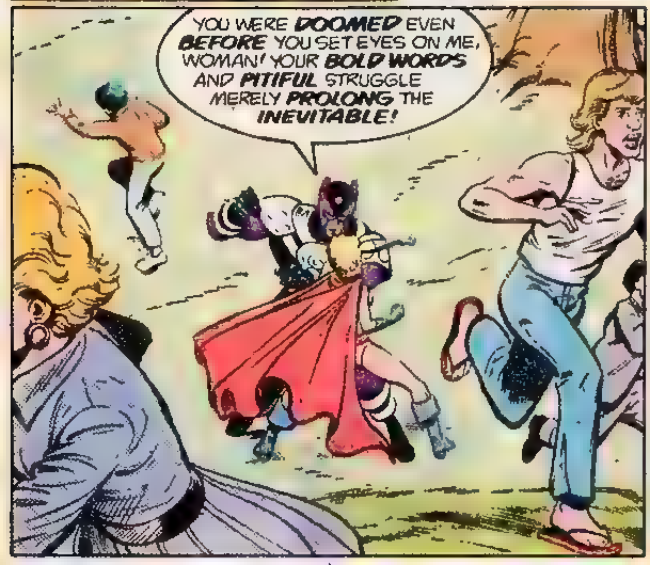
PERFECT! HE'S HEADED INTO PROSPECT PARK!
SHONK!

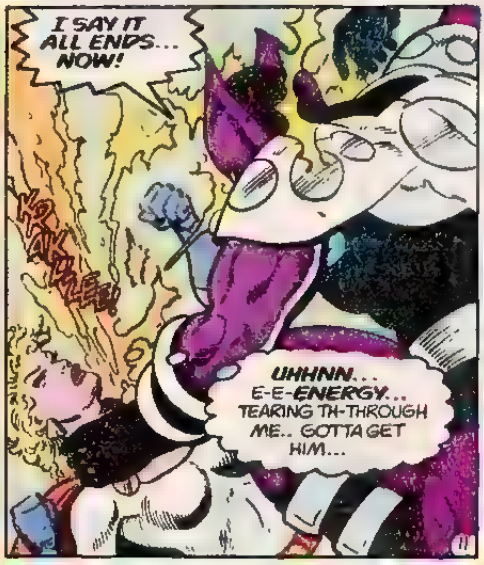

PLENTY OF ELBOW ROOM TO SLUG IT OUT HERE. THE WORST CASUALTIES WE'LL WIND UP WITH ARE A FEW TREES.
...AND, HOPEFULLY, FORCE!
KAK!
ARRRRRHH! YOU WILL PAY FOR THIS, WOMAN! I WILL MAKE YOU SUFFER!


WELL, SINCE I'M PAYING, HAVE ANOTHER ONE. ON ME!
POW!

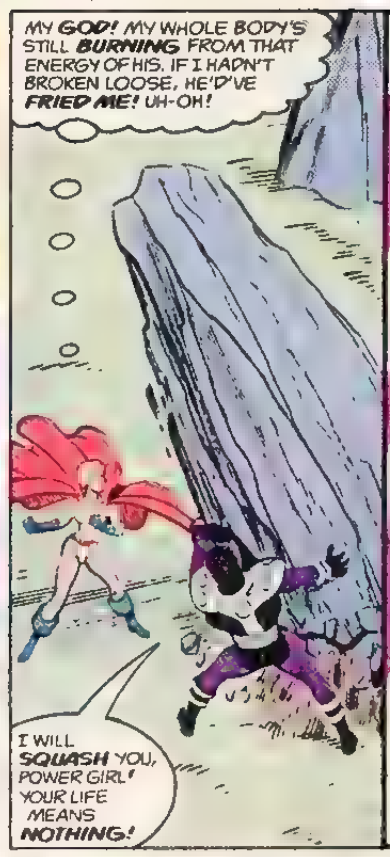
YOU CAUGHT ME OFF GUARD THE FIRST TIME, PAL... AND YOU BLEW IT. NOW IT'S MY TURN--!


HEH HEH! SHE IS COCKY... SO LIKE HER DEPARTED GRANDFATHER
I ALWAYS DESPISED THAT IN HIM!


YOU WERE DOOMED EVEN BEFORE YOU SET EYES ON ME, WOMAN! YOUR BOLD WORDS AND PITIFUL STRUGGLE MERELY PROLONG THE INEVITABLE!

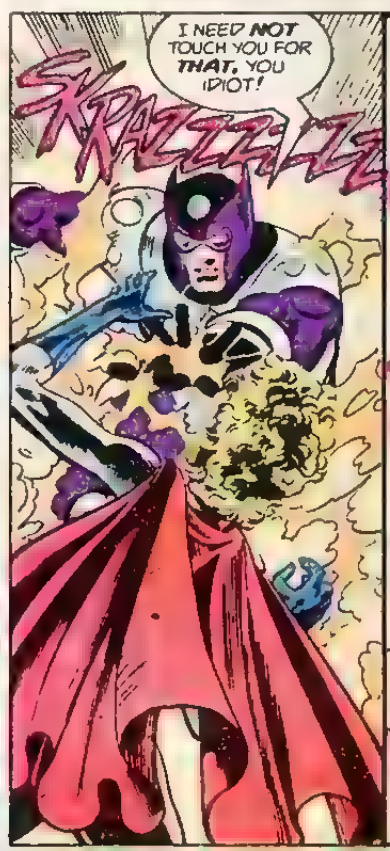

I SAY IT ALL ENDS... NOW!
UHHNN... E-E-ENERGY... TEARING TH-THROUGH ME.. GOTTA GET HIM...

...OFF OF ME!
WAP!


MY GOD! MY WHOLE BODY'S STILL BURNING FROM THAT ENERGY OF HIS. IF I HADN'T BROKEN LOOSE, HE'D'VE FRIED ME! UH-OH!
I WILL SQUASH YOU, POWER GIRL! YOUR LIFE MEANS NOTHING!

AHHH, BUT YOU ERR, MY DEAR FORCE! HER LIFE MEANS EVERYTHING. TO ME!

STICKS AND STONES CAN'T BREAK MY BONES--
--BUT THAT ENERGIZED TOUCH OF HIS IS ANOTHER THING! AS LONG AS I KEEP OUT OF HIS REACH, I CAN...
RURAK!


I NEED NOT TOUCH YOU FOR THAT, YOU IDIOT!
SKRAZZZZZZZ

OH, YES, BECAUSE IF SHE DID NOT LIVE--
--I WOULD MISS THE PLEASURE OF SLAYING HER! HA HA HA!

KEEP BACK! EVERYBODY-- STOP SHOVIN'!

MAN, I HATE THIS! WE'RE COPS... WE SHOULD BE DOIN' SOMETHING INSTEAD'A STANDIN' HERE LIKE A COUPLE'A BARRICADES!

EMERGENCY SERVICES IS ON THE WAY, MURPHY AND I DON'T KNOW WHAT THEY EXPECT TO DO, EITHER. IF POWER GIRL CAN'T HANDLE THIS GUY--

"--WE'RE GOING TO NEED A LOT MORE THAN A BUNCH OF BOYS IN BLUE TO STOP HIM!"

THIS IS GREAT!

I CAN SEE THE WHOLE THING FROM HERE...

...AND SO CAN MY LITTLE NIKON! I MEAN, HOW LUCKY CAN I GET, R GHT? I COME LOOKING FOR SEDATE "SPRING DAY IN THE PARK" SHOTS FOR THE WEEKLY.

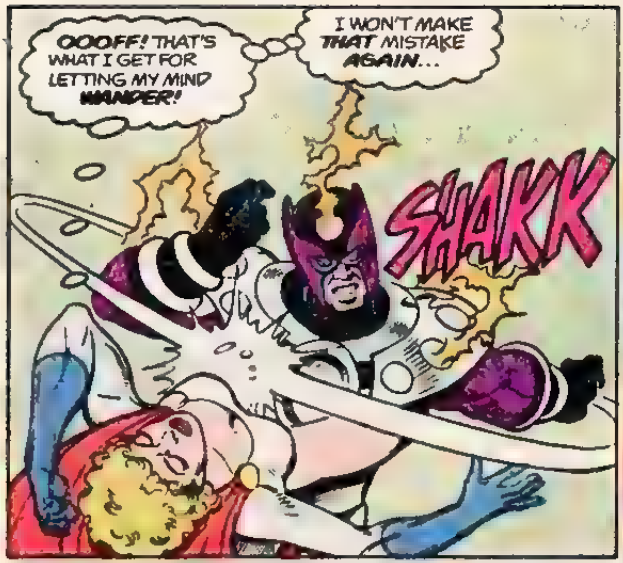
.. AND WIND UP BEING THE ONLY PRESS SHUTTERBUG AT THE BIGGEST SUPER-HERO SLUGFEST EVER TO HIT BROOKLYN!

I THINK I'M ON MY WAY OUT OF WEEKLY GIVE-AWAY PAPERS TO THE BIG TIME!

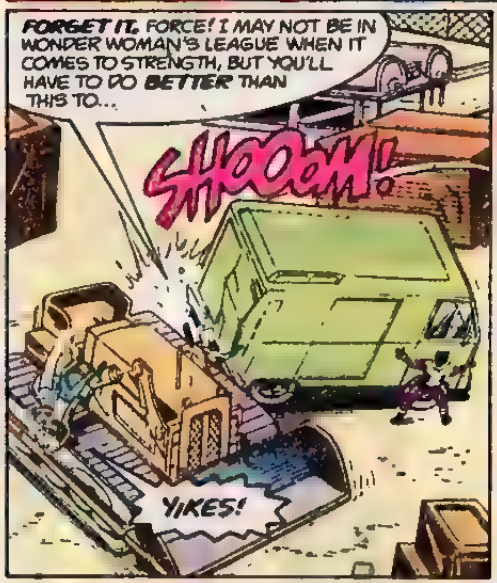
YOU ANGER ME, GIRL. I WILL SEE YOU DEAD, NO MATTER YOUR RESISTANCE!

UHHF! WHO IS HE...? THE WAY HE JUST APPEARED OUT OF THAT POLICE CAR RANTING AND RAVING ABOUT ME...

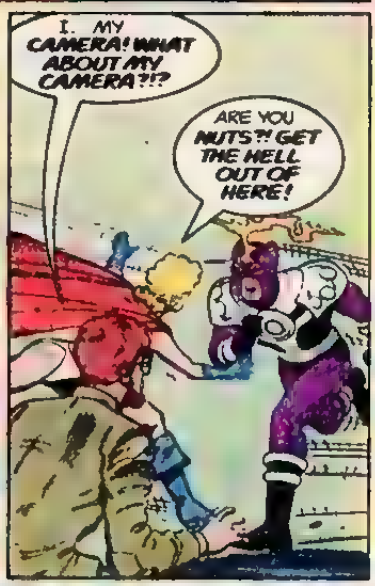
IT DOESN'T MAKE ANY SENSE! IT'S NOT LIKE I'VE GOT ANY HARDCORE ENEMIES LURKING IN MY BACKGROUND, ESPECIALLY NOT ANYONE CAPABLE OF


OOOFF! THAT'S WHAT I GET FOR LETTING MY MIND WANDER!
I WON'T MAKE THAT MISTAKE AGAIN...
SHAKK

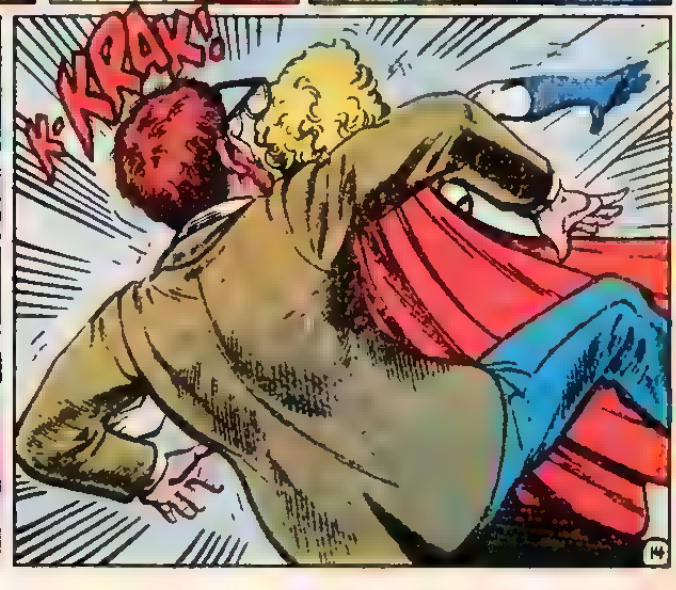
IT DOESN'T MATTER WHO FORCE IS RIGHT NOW ALL I NEED WORRY ABOUT IS EXACTLY HOW I'M GOING TO WALK AWAY FROM HERE ALIVE...!
UH-OH


FORGET IT, FORCE! I MAY NOT BE IN WONDER WOMAN'S LEAGUE WHEN IT COMES TO STRENGTH, BUT YOU'LL HAVE TO DO BETTER THAN THIS TO...
SHOOM!
YIKES!

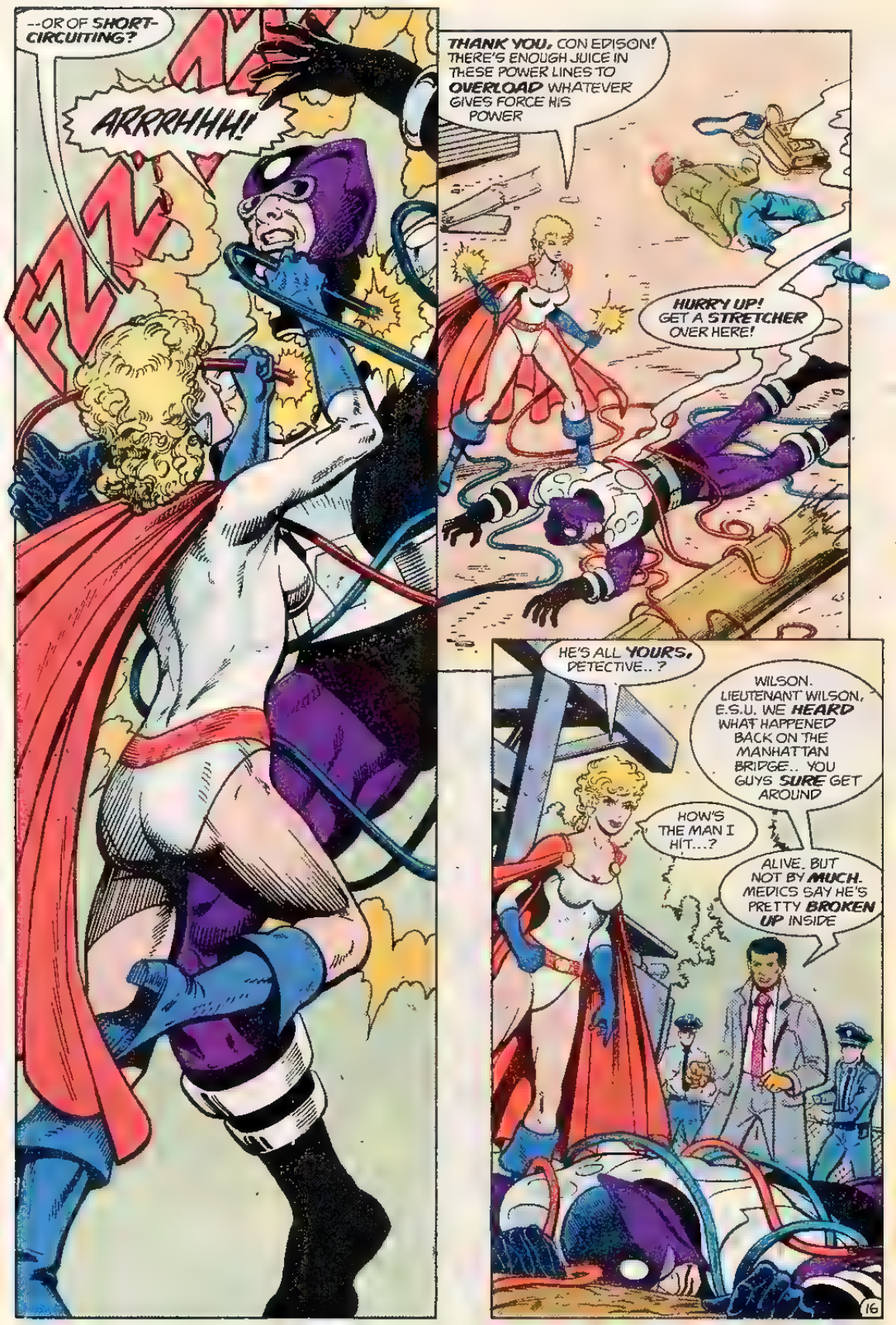
A SHOUT!
WHO...? HEY-- CLEAR OUT OF HERE, MISTER-- FAST!


I. MY CAMERA! WHAT ABOUT MY CAMERA?!?
ARE YOU NUTS?! GET THE HELL OUT OF HERE!

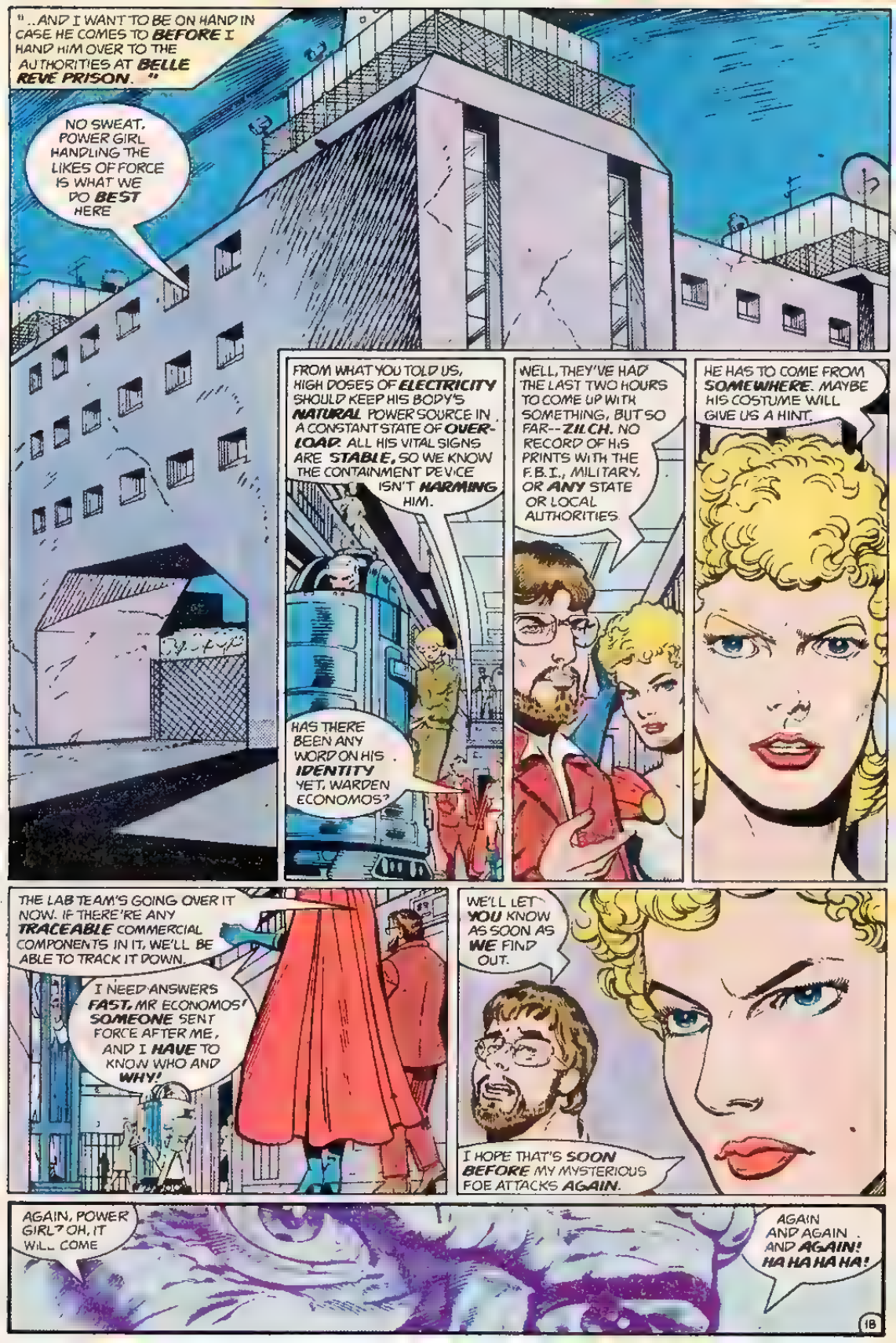
THOCK

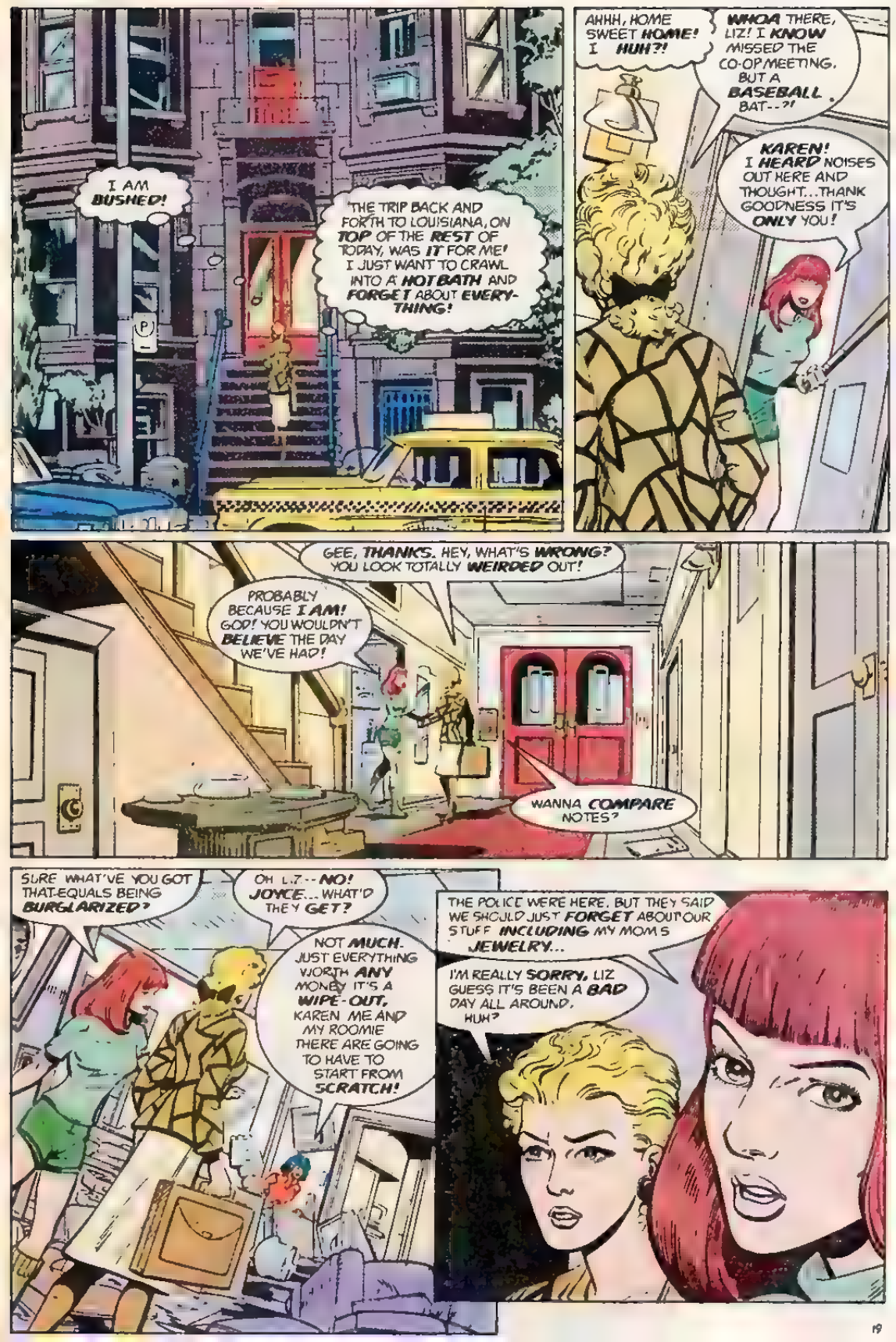

KRAK!

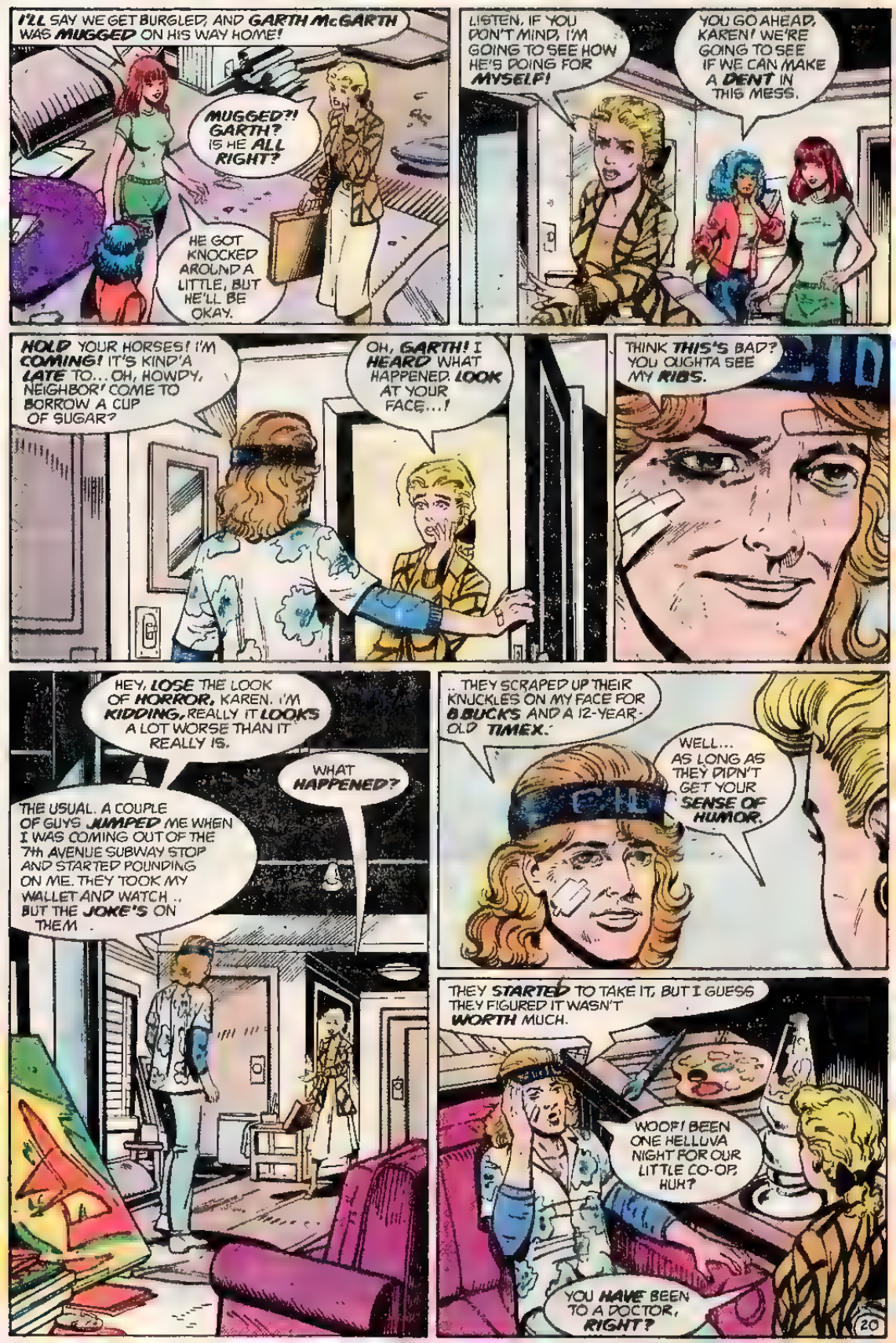
OH...
...GOD! I . I HIT HIM SO HARD...HE... HE'S...
FORCE!
DO NOT GRIEVE FOR THAT LIFELESS CLAY, WOMAN. SOON YOU SHALL JOIN HIM!
I DON'T KNOW WHO YOU ARE, FORCE ..OR WHERE YOU CAME FROM...
KKHK
...AND I DON'T CARE! YOU DELIBERATELY THREW ME INTO HIM... AND I WASN'T FAST ENOUGH TO STOP MYSELF! I SHOULD'VE BEEN BETTER, FORCE!
WHAT WAS IT YOU SAID ABOUT "STICKS AND STONES," GIRL...? HA HA HA!
LAUGH THIS OFF, YOU MURDEROUS LOON!
K-RAK!
KYLE!
UHHH... UHHHH .. AWAY FROM ME
HEY! WHAT'S WRONG, FORCE? YOU DON'T SEEM TO CARE FOR ELECTRICITY AT ALL. AFRAID OF GETTING A SHOCK--
15

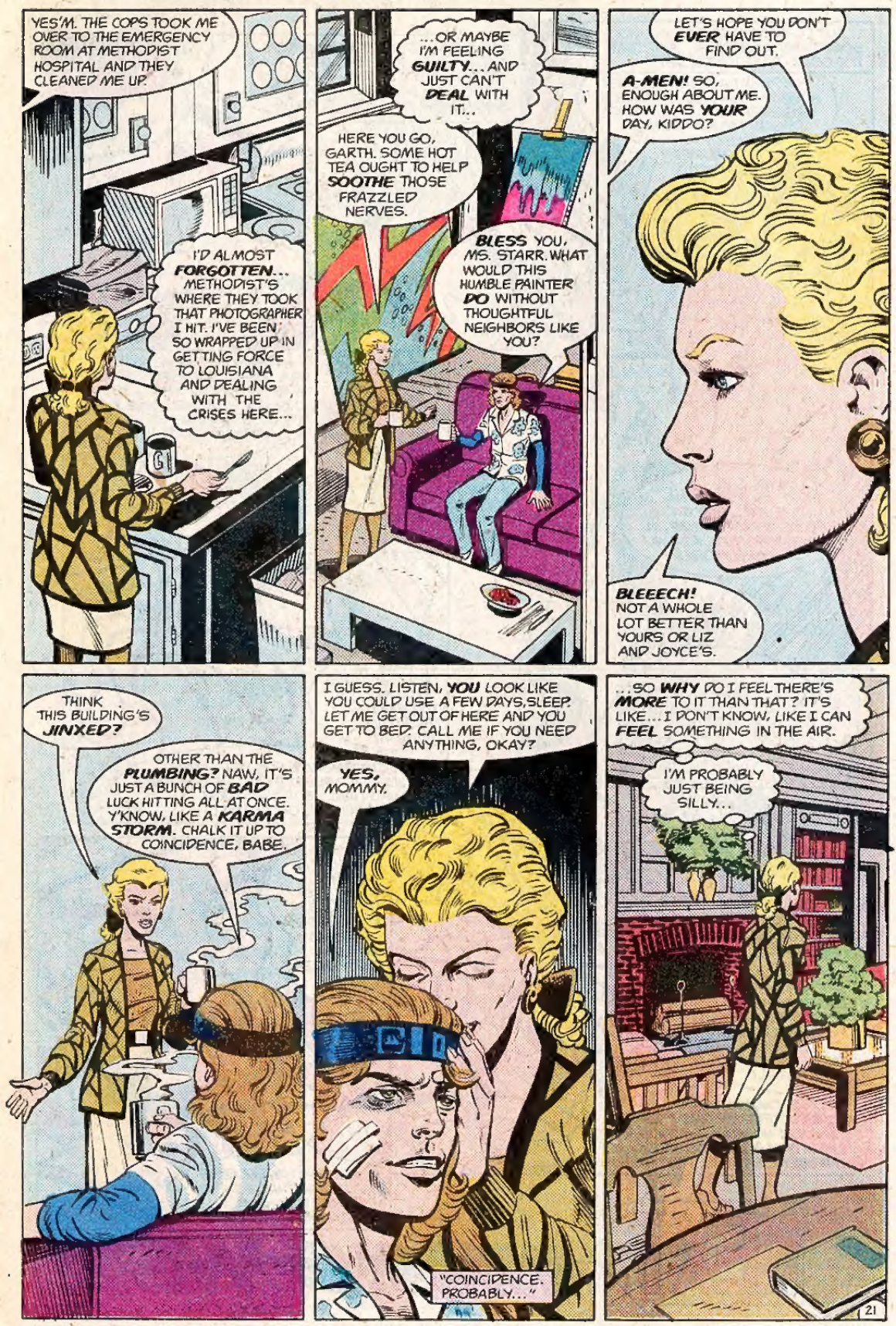

--OR OF SHORT-CIRCUITING?
ARRRHHH!
FZZZ
THANK YOU, CON EDISON! THERE'S ENOUGH JUICE IN THESE POWER LINES TO OVERLOAD WHATEVER GIVES FORCE HIS POWER
HURRY UP! GET A STRETCHER OVER HERE!
HE'S ALL YOURS, DETECTIVE..?
WILSON. LIEUTENANT WILSON, E.S.U. WE HEARD WHAT HAPPENED BACK ON THE MANHATTAN BRIDGE.. YOU GUYS SURE GET AROUND
HOW'S THE MAN I HIT...?
ALIVE. BUT NOT BY MUCH. MEDICS SAY HE'S PRETTY BROKEN UP INSIDE
16

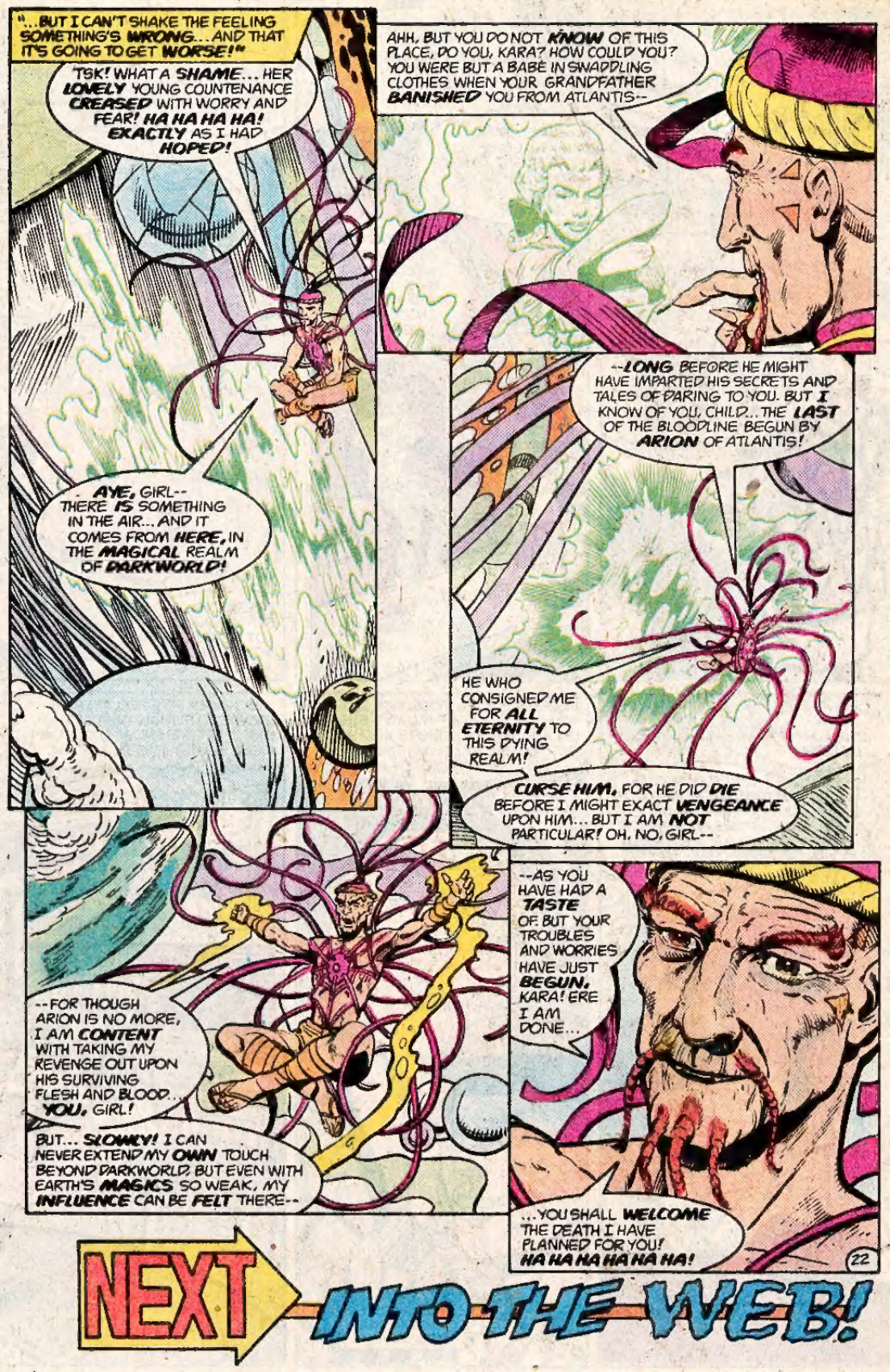
IT'S MY FAULT! I SHOULD'VE BEEN CONCENTRATING ON GETTING HIM TO SAFETY BEFORE I
HEY, HEY, GIVE YOURSELF A BREAK, POWER GIRL. I SAW WHAT HAPPENED, AND FORCE DIDN'T GIVE YOU ENOUGH TIME TO DO ANYTHING. YOU DID THE BEST YOU COULD, CONSIDERING YOU'RE JUST ANOTHER HUMAN BEING LIKE THE REST OF US.
THAT'S JUST IT, LIEUTENANT. WHEN YOU DO WHAT I DO, YOU'VE GOT TO BE BETTER... OTHERWISE, PEOPLE END UP GETTING HURT.
WE'RE IN THE SAME LINE OF WORK, LADY, AND I KNOW WHAT YOU'RE GOING THROUGH, BUT THERE WAS NOTHING YOU COULD DO
IT'S NOT THAT EASY. LOOK, I'M NOT JUST ANOTHER HUMAN BEING .. I'VE GOT THESE POWERS, AND IF I CAN'T CONTROL THEM... WELL, YOU SAW WHAT HAPPENS.
I THINK YOU OUGHT TO EASE UP ON YOURSELF, BUT THAT'S YOUR BUSINESS. MINE IS FINDING OUT WHO YOUR LITTLE PLAYMATE IS. CARE TO FILL ME IN?
I WISH I COULD, BUT I'VE NEVER SEEN HIM BEFORE TODAY! HE POPPED OUT OF THE BACK OF THAT CAR, RANTING AND RAVING ABOUT ME... I WISH I KNEW WHY.
WELL, WE'LL RUN A CHECK ON HIS PRINTS AND SEE WHAT THAT TURNS UP. I ALSO HAVE TO GET A COURT ORDER TO HAVE HIM TRANSFERRED TO THE SPECIAL HOLDING FACILITIES FOR SUPER-VILLAINS AT BELLE REVE--
--BECAUSE, I'VE GOTTA TELL YOU, I GET THE FEELING HE'D JUST CHEW HIS WAY OUT OF ANYTHING WE'VE GOT TO HOLD HIM IN.
YOU GET THE COURT ORDER, LT. WILSON, AND I'LL HANDLE HIS TRANSPORTATION. I CAN HAVE HIM TO LOUISIANA IN A FEW HOURS
17


"...AND I WANT TO BE ON HAND IN CASE HE COMES TO BEFORE I HAND HIM OVER TO THE AUTHORITIES AT BELLE REVE PRISON."
NO SWEAT. POWER GIRL HANDLING THE LIKES OF FORCE IS WHAT WE DO BEST HERE
FROM WHAT YOU TOLD US, HIGH DOSES OF ELECTRICITY SHOULD KEEP HIS BODY'S NATURAL POWER SOURCE IN A CONSTANT STATE OF OVER-LOAD. ALL HIS VITAL SIGNS ARE STABLE, SO WE KNOW THE CONTAINMENT DEVICE ISN'T HARMING HIM.
HAS THERE BEEN ANY WORD ON HIS IDENTITY YET, WARDEN ECONOMOS?
WELL, THEY'VE HAD THE LAST TWO HOURS TO COME UP WITH SOMETHING, BUT SO FAR--ZILCH. NO RECORD OF HIS PRINTS WITH THE F.B.I., MILITARY, OR ANY STATE OR LOCAL AUTHORITIES.
HE HAS TO COME FROM SOMEWHERE. MAYBE HIS COSTUME WILL GIVE US A HINT.
THE LAB TEAM'S GOING OVER IT NOW. IF THERE'RE ANY TRACEABLE COMMERCIAL COMPONENTS IN IT, WE'LL BE ABLE TO TRACK IT DOWN.
I NEED ANSWERS FAST, MR ECONOMOS! SOMEONE SENT FORCE AFTER ME, AND I HAVE TO KNOW WHO AND WHY!
WE'LL LET YOU KNOW AS SOON AS WE FIND OUT.
I HOPE THAT'S SOON BEFORE MY MYSTERIOUS FOE ATTACKS AGAIN.
AGAIN, POWER GIRL? OH, IT WILL COME
AGAIN AND AGAIN AND AGAIN! HA HA HA HA!


I AM BUSHED!
THE TRIP BACK AND FORTH TO LOUISIANA, ON TOP OF THE REST OF TODAY, WAS IT FOR ME! I JUST WANT TO CRAWL INTO A HOT BATH AND FORGET ABOUT EVERYTHING!
AHHH, HOME SWEET HOME! I HUH?!
WHOA THERE, LIZ! I KNOW MISSED THE CO-OP MEETING, BUT A BASEBALL BAT--?!
KAREN! I HEARD NOISES OUT HERE AND THOUGHT...THANK GOODNESS IT'S ONLY YOU!
GEE, THANKS. HEY, WHAT'S WRONG? YOU LOOK TOTALLY WEIRDED OUT!
PROBABLY BECAUSE I AM! GOD! YOU WOULDN'T BELIEVE THE DAY WE'VE HAD!
WANNA COMPARE NOTES?
SURE WHAT'VE YOU GOT THAT EQUALS BEING BURGLARIZED?
OH L.Z.--NO! JOYCE...WHAT'D THEY GET?
NOT MUCH. JUST EVERYTHING WORTH ANY MONEY IT'S A WIPE-OUT. KAREN ME AND MY ROOMIE THERE ARE GOING TO HAVE TO START FROM SCRATCH!
THE POLICE WERE HERE, BUT THEY SAID WE SHOULD JUST FORGET ABOUT OUR STUFF INCLUDING MY MOM'S JEWELRY...
I'M REALLY SORRY, LIZ GUESS IT'S BEEN A BAD DAY ALL AROUND, HUH?


I'LL SAY WE GET BURGLED, AND GARTH McGARTH WAS MUGGED ON HIS WAY HOME!
MUGGED?! GARTH? IS HE ALL RIGHT?
HE GOT KNOCKED AROUND A LITTLE, BUT HE'LL BE OKAY.
LISTEN, IF YOU DON'T MIND, I'M GOING TO SEE HOW HE'S DOING FOR MYSELF!
YOU GO AHEAD, KAREN! WE'RE GOING TO SEE IF WE CAN MAKE A DENT IN THIS MESS.
HOLD YOUR HORSES! I'M COMING! IT'S KIND'A LATE TO... OH, HOWDY, NEIGHBOR! COME TO BORROW A CUP OF SUGAR?
OH, GARTH! I HEARD WHAT HAPPENED. LOOK AT YOUR FACE...!
THINK THIS'S BAD? YOU OUGHTA SEE MY RIBS.
HEY, LOSE THE LOOK OF HORROR, KAREN. I'M KIDDING, REALLY IT LOOKS A LOT WORSE THAN IT REALLY IS.
WHAT HAPPENED?
THE USUAL. A COUPLE OF GUYS JUMPED ME WHEN I WAS COMING OUT OF THE 7th AVENUE SUBWAY STOP AND STARTED POUNDING ON ME. THEY TOOK MY WALLET AND WATCH .. BUT THE JOKE'S ON THEM.
.. THEY SCRAPED UP THEIR KNUCKLES ON MY FACE FOR 8 BUCKS AND A 12-YEAR-OLD TIMEX.
WELL... AS LONG AS THEY DIDN'T GET YOUR SENSE OF HUMOR.
THEY STARTED TO TAKE IT, BUT I GUESS THEY FIGURED IT WASN'T WORTH MUCH.
WOOF! BEEN ONE HELLUVA NIGHT FOR OUR LITTLE CO-OP, HUH?
YOU HAVE BEEN TO A DOCTOR, RIGHT?


YES'M. THE COPS TOOK ME OVER TO THE EMERGENCY ROOM AT METHODIST HOSPITAL AND THEY CLEANED ME UP.
I'D ALMOST FORGOTTEN... METHODIST'S WHERE THEY TOOK THAT PHOTOGRAPHER I HIT. I'VE BEEN SO WRAPPED UP IN GETTING FORCE TO LOUISIANA AND DEALING WITH THE CRISES HERE...
...OR MAYBE I'M FEELING GUILTY... AND JUST CAN'T DEAL WITH IT...
HERE YOU GO, GARTH. SOME HOT TEA OUGHT TO HELP SOOTHE THOSE FRAZZLED NERVES.
BLESS YOU, MS. STARR. WHAT WOULD THIS HUMBLE PAINTER DO WITHOUT THOUGHTFUL NEIGHBORS LIKE YOU?
LET'S HOPE YOU DON'T EVER HAVE TO FIND OUT.
A-MEN! SO, ENOUGH ABOUT ME. HOW WAS YOUR DAY, KIDDO?
BLEEECH! NOT A WHOLE LOT BETTER THAN YOURS OR LIZ AND JOYCE'S.
THINK THIS BUILDING'S JINXED?
OTHER THAN THE PLUMBING? NAW, IT'S JUST A BUNCH OF BAD LUCK HITTING ALL AT ONCE. Y'KNOW, LIKE A KARMA STORM. CHALK IT UP TO COINCIDENCE, BABE.
I GUESS. LISTEN, YOU LOOK LIKE YOU COULD USE A FEW DAYS SLEEP. LET ME GET OUT OF HERE AND YOU GET TO BED. CALL ME IF YOU NEED ANYTHING, OKAY?
YES, MOMMY.
"COINCIDENCE. PROBABLY..."
...SO WHY DO I FEEL THERE'S MORE TO IT THAN THAT? IT'S LIKE... I DON'T KNOW, LIKE I CAN FEEL SOMETHING IN THE AIR.
I'M PROBABLY JUST BEING SILLY...


"...BUT I CAN'T SHAKE THE FEELING SOMETHING'S WRONG...AND THAT IT'S GOING TO GET WORSE!"
TSK! WHAT A SHAME... HER LOVELY YOUNG COUNTENANCE CREASED WITH WORRY AND FEAR! HA HA HA HA! EXACTLY AS I HAD HOPED!
AYE, GIRL-- THERE IS SOMETHING IN THE AIR... AND IT COMES FROM HERE, IN THE MAGICAL REALM OF DARKWORLD!
AHH, BUT YOU DO NOT KNOW OF THIS PLACE, DO YOU, KARA? HOW COULD YOU? YOU WERE BUT A BABE IN SWADDLING CLOTHES WHEN YOUR GRANDFATHER BANISHED YOU FROM ATLANTIS--
--LONG BEFORE HE MIGHT HAVE IMPARTED HIS SECRETS AND TALES OF DARING TO YOU. BUT I KNOW OF YOU, CHILD... THE LAST OF THE BLOODLINE BEGUN BY ARION OF ATLANTIS!
HE WHO CONSIGNED ME FOR ALL ETERNITY TO THIS DYING REALM!
CURSE HIM, FOR HE DID DIE BEFORE I MIGHT EXACT VENGEANCE UPON HIM... BUT I AM NOT PARTICULAR! OH, NO, GIRL--
--FOR THOUGH ARION IS NO MORE, I AM CONTENT WITH TAKING MY REVENGE OUT UPON HIS SURVIVING FLESH AND BLOOD... YOU, GIRL!
BUT... SLOWLY! I CAN NEVER EXTEND MY OWN TOUCH BEYOND DARKWORLD. BUT EVEN WITH EARTH'S MAGICS SO WEAK, MY INFLUENCE CAN BE FELT THERE--
--AS YOU HAVE HAD A TASTE OF. BUT YOUR TROUBLES AND WORRIES HAVE JUST BEGUN, KARA! ERE I AM DONE...
...YOU SHALL WELCOME THE DEATH I HAVE PLANNED FOR YOU! HA HA HA HA HA HA!
22
NEXT
INTO THE WEB!

POWER GIRL

DC Comics Inc.
666 Fifth Avenue, New York, NY 10103

Jenette Kahn, President and Publisher
Dick Giordano, Vice Pres.-Executive Editor
Robert Greenberger, Editor
Richard Bruning, Art Director
Terri Cunningham, Mgr.-Editorial Admin.
Pat Bastienne, Mgr.-Editorial Coordinator
Bob Rozakis, Production Director
Paul Levitz, Executive Vice President
Joe Orlando, Vice Pres.-Creative Director
Bruce Bristow, Marketing Director
Matthew Ragone, Circulation Director
Patrick Caldon, Controller

WHO IS POWER GIRL?

An interesting question. The background behind one of our more popular characters is a convoluted one and will take some time in answering. Get yourself a drink, maybe a piece of fruit to snack on, and then settle in. We'll wait. Okay, now here is how it all happened.

In the 1970s, one of the brightest writers in the business was Gerry Conway. He made a name for himself as a science fiction writer and then moved on to comics, where he wrote some very memorable series including *Amazing Spider-Man* (I still don't forgive him for killing Gwen Stacy). After a time, Gerry was offered a position as a writer/editor at DC Comics and he came over and set up Conway's Corner.

Gerry created a bunch of new titles and revived others. These included BLACKHAWK, SECRET SOCIETY OF SUPER-VILLAINS, a few issues of FIRST ISSUE SPECIAL, and a little something called ALL-STAR COMICS. That last title was to feature the Justice Society of America in contemporary stories, to fill in the gaps between their annual visits with the JUSTICE LEAGUE OF AMERICA (a title Gerry wrote for something like 100+ issues). He thought that the best way to appeal to the audience of the 1970s was to have some younger members work within the structure of the JSA and he dubbed them the Super Squad.

Under Conway, the Super Squad would feature three members: the Star-Spangled Kid, Robin, and Power Girl. The Kid, displaced in time, was rescued by the JLA-JSA some time before that and was therefore a 16-or-so-year-old teenager who just happened to be born before World War II broke out. He was not adjusting well to the time, but his non-super-powered status was upgraded when he adapted Starman's cosmic rod into a power belt. Robin was the 35-year-old ward to Earth-Two's Batman and was ready for some super-heroics after a lengthy period of inactivity. Power Girl was someone brand new.

It made sense to management at the time that if Superman on Earth-One had a Supergirl, shouldn't she have an Earth-Two counterpart? Gerry went about creating one and made her something more than a clone of the Maid of Might. This Kara was going to be a '70s, liberated woman who wouldn't put up with the male-dominated JSA. Her very tough appearance made fans sit up and take notice. As designed by then-managing editor Joe Orlando and artist Wally Wood, Power Girl was also to have a somewhat *zoftig* physique that also had the fans talking.

Gerry launched ALL-STAR COMICS with #58, continuing its numbering from the early 1950s when the JSA faded away. When Gerry received numerous other commitments, he was replaced by Paul Levitz, who then made Power Girl an even more interesting and unique character. She was someone with her own identity but yet was still looking to be accepted on her own terms. She was always careful to stay far from Superman's shadow and when the two Kryptonians finally went into action together for the first time, the sparks certainly flew.

For those who came in late and may be confused by the Earth-One, Earth-Two nonsense, stick around. We'll clear it all up.

Sometime after ALL-STAR dropped the Super Squad idea and concentrated on the JSA, DC revived SHOWCASE comics. The first feature, a revived DOOM PATROL, was followed by a Levitz-written POWER GIRL three-parter. The story described a lot of her background and why it took her so much longer to follow Superman to Earth-Two than it took Supergirl to follow Superman to Earth-One.

Shortly following the tryout, the infamous DC Implosion hit, temporarily cutting our line down to a mere twenty titles and removing any hope of Power Girl branching out at that time. However, she continued to appear in JSA stories (now carried in ADVENTURE COMICS) and was active in the annual JLA-JSA team-ups.

Still, no good heroine is kept out of sight forever. When Roy Thomas wanted to launch INFINITY, INC. in the early 1980s, he thought it made sense for Power Girl to be a part of the initial line-up. While he concentrated on newer creations such as Jade, Obsidian, *et al.*, both Power Girl and the Huntress were involved in that first case, which took up most of the first ten issues. Then, Power Girl was gone.

Her next major appearance was during the CRISIS ON INFINITE EARTHS, which blew everything up real

good. Ever since 1963, DC Comics used the parallel worlds concept to maintain separate lines of super-heroes from different eras or companies. It all started in FLASH #123 and the classic "Flash of Two Worlds," where we learned that on a parallel Earth, the Justice Society of America was real and was enjoying retirement. However, once the pathway from Earth-One to Earth-Two was found, the heroes found cause to don their costumes once again and swing into action. We later discovered Earth-Three, where there was nothing but super-villains, and that opened the floodgates to literally dozens of parallel worlds. We met the old Quality Comics characters on Earth-X and the Fawcett super-heroes on Earth-S. Confusing, eh?

By 1984, this had gotten out of hand and, as the company mulled over how best to celebrate its 50th anniversary, it was decided to unite the parallel worlds into one world with one set of heroes and be done with it. Marv Wolfman, Len Wein, George Perez and I set out to create CRISIS, in 1985, which saw the

destruction of the parallel worlds, followed by the death of Supergirl and the second Flash, only to be followed by a re-ordering of the timestream which was meant to clean everything up for a fresh start in 1986.

Many questions were left unanswered, including what to do about Power Girl, who was spared because of her popularity and Gerry Conway's insistence that he could find a way to explain her once the parallel world she came from ceased to exist.

In short, she couldn't be a Kryptonian since Superman was the only survivor from the doomed planet Krypton. Well, where did she come from and what about her powers? Gerry said he had ideas and would present them in a tale for SECRET ORIGINS.

During 1986, Gerry found himself with more and more animation commitments, so he had to stop writing comics for a while. This meant someone else would have to step in and explain Power Girl before the mystery drove us all crazy. Gerry thought she might come from a race long lost to history and her symbio-ship, which nurtured and educated her during her original trip from Krypton, would now have kept her in a state of suspended animation. He hadn't quite worked out why she thought herself Superman's cousin, but he was sure the replacement writer could handle it.

When Paul Kupperberg accepted the task of trying to figure Power Girl out, he thought about amending Gerry's lost race to the legend of Arion, which goes back 45,000 years. Now Power Girl would be Arion's granddaughter, placed within a crystal ship (which resembled the symbio-ship) and sent away to another dimension (which is nothing like a parallel world but don't ask about dimensions—it would only bring on a headache).

Power Girl woke up and thought she was Superman's cousin, but she kept her thoughts to herself as she learned to perfect her abilities as a super-heroine. She got into numerous adventures,

including one that was originally written as a Supergirl tale guest-starring the Doom Patrol. That connection will be revived later this year when Power Girl guest stars in DOOM PATROL.

The Crisis, in the revised timeline, involved an epic battle between the positive and negative universes which manifested itself on Earth as waves of anti-matter and the arrival of the Anti-Monitor. The super-heroes valiantly defended their world, although many fell in the battle. At the end of that event, the threat was banished and everyone picked up the pieces of their lives. At that point, Power Girl wondered about her origins and found out the truth from her crystal ship. From there, she spent some time in Skartaris searching for her roots, as seen in WARLORD. Back on Earth, Kara set up a life for herself, and that brings us to the series you're reading. A checklist of appearances appears elsewhere in this column, with appropriate notations as to which stories are now part of the official Power Girl canon.

Paul wanted to keep Power Girl a liberated and independent character and took his time finding a workable situation. He found it by drawing from his experiences as a single adult in Brooklyn. After several proposals, Dick Giordano and I found one that pleased us both, and the mini-series was born.

Paul and I journeyed to the San Diego Comic Con this past summer, each of us there to promote DC's current stable of projects. We both were on the lookout for a suitable artist for Power Girl when Paul ran into an old friend, Rick Hoberg. A little later during the con, Paul, Rick and I sat down and discussed the project. Rick's enthusiasm ran hot, and Paul was encouraged by Rick's interest in working from as much Brooklyn reference as possible, giving Power Girl's setting a feeling of depth. A creative team was born. It took sometime later to locate a suitable inker—Arne Starr—but the results have been worth while.

New cover editor Keith Wilson suggested getting covers from Kerry Gammill, who worked from Keith's sketches. Then, when Dick saw the pencils, he asked to ink the covers, giving us four very powerful pieces.

Next month, we will look at the creators and discuss any additional matters that further define the new world for Power Girl. Meantime, we expect your mail on the book and will run some comments in issues three and four. Like or not, tell us. Only from comments and sales figures can we judge if you want a Power Girl series.

Until then, keep smiling!

—Bob Greenberger

CHECKLIST

ADVENTURE COMICS #461-466 (cameo only in #464)
ALL-STAR COMICS #58-74 (cameo only in #71)
ALL-STAR SQUADRON #14, 15, 53*
AMERICA VERSUS THE JUSTICE SOCIETY #1-4
CRISIS ON INFINITE EARTHS #5*, 7*, 9-12*
DC COMICS PRESENTS #56
INFINITY, INC. #1-7, 10-12, 30*, 50* (Personnel file in #8)
JUSTICE LEAGUE OF AMERICA #171-172, 183-185, 195, 207-209, 219-220*
LAST DAYS OF THE JUSTICE SOCIETY OF AMERICA #1*
SECRET ORIGINS #11*, Annual #1* (cameo in lead only)
SHOWCASE #97-99
WARLORD #116-124*, Annual #6*
WHO'S WHO #18
WHO'S WHO UPDATE #4*
WONDER WOMAN #274-276 (Huntress feature), 291-293*

*=denotes appearances still part of DC continuity